THE UNIVERSE'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

£2.50 ISSUE 81 SEPT 92 • WITH CLEAN AND NEAT FREE TAPE

SAM Centre Vital news and reviews for any SAM Coupé owner!

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If you can read this, some vegetable-hating nasty's slimed off with your cover-tape. You tell whoever's behind the counter and they'll give you a new one. Go on – it's got ANT ATTACK on it. You really can't live without it.

HELLO SAILOR!

Popeye 3 Megapreviewed inside

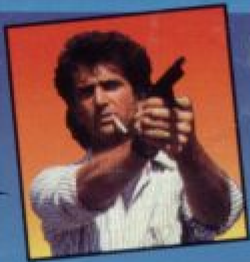
Quick! Turn to page 57. I said quick!

Time for a nightcap Sleepwalker reviewed

Tip City, Arizona! Amazing Myth map and full solution.

Curses and nurses in Adventures (Erm, except there aren't any nurses. Sorry.)

FLiP! The Ultimate Guide To Life, Love and Loofahs!



Lethal Weapon 3 – firing on all fronts? Plus! Those excellent dudes! Bill and Ted catch up with Death.

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YOUR SINCLAIR ABC 59,059

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CONTENTS SE

If you're reading this issue of YS over breakfast, then good morning and welcome to the latest word in home entertainment. It's all a bit on the shockingly smart side, so be careful where you're putting those cornflakes. If you weren't up at eight to get your ish, what's wrong with you? Breakfast really does set you up for the day and, if you combine this with the fabulous powers of YS, you're bound to have a completely beaut day!

This month, we in the Shed are particularly proud to bring you *Ant Attack* on the cover cassette. We've been trying to get hold of it for a while, and now we have. Hurrah! Aside from this, you may have noticed that this ish is a tad smaller than last month's. This is due to lots of market factors which we get told about but don't really understand. It's all those numbers and pie charts – they confuse us! Hopefully we'll have a few more pages to fill next month. I blame it on the sun.

The star of this issue has to be Popeye. I went up to Sheffield to meet him and he really is a cool guy. That voice! Those muscles! That all-pervading smell of spinach!

I suppose I'd better leave you all alone now and let you get on with more important matters, like reading all those lovely pages that follow this one.

Lots of love,

Linda ✿



The world's favourite spinach-guzzling, tattooed hunk is back. Yep, Popeye is currently having a short holiday in Sheffield before facing his loyal public once again. Linda Barker hailed a train and took old Pops out to tea. Over the cappucinos and apple turnovers they discussed the comparative merits of leaf and shredded spinach.



NEXT ISSUE ON SAL

PTEMBER • 81

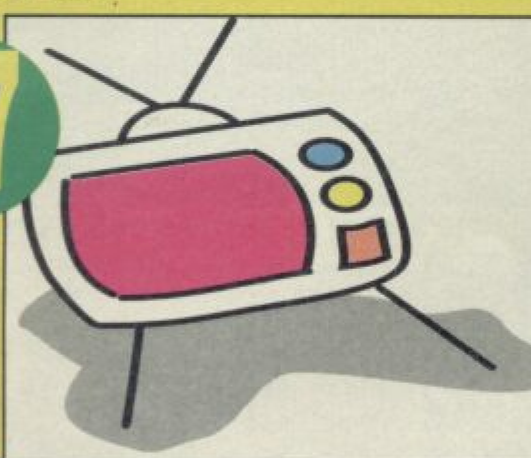
12



Hideous

Ghastly mutants slither around the dark corridors of a leaking reactor. Linda puts on her big flowery reviewing hat and joins 'em. Eek!

37



Sleepwalker compo

Impress all the gals and guys in the park with the latest and snazziest portable telly. Hurrah!

51

FLIP!



Flix reviews two incredibly different films. One involves policemen, fast cars and guns – it's called Lethal Weapon 3. T'other is all about spangly suits and polished dancefloors – it's called Strictly Ballroom.



Comix celebrates the return of loads of British 1950's comic characters, including the strangely monikered Cursitor Doom! Plus! Bill and Ted's Excellent Comic Book. Stellar stuff!



The Killer Kolumn from Outer Space has all the news on Red Dwarf, Highlander and Blake's Seven. What we want to know is – why is David Bowie suddenly so popular?

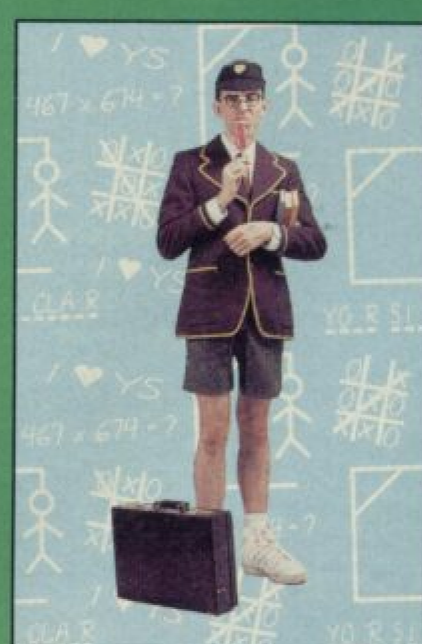
LE SEPTEMBER 3RD



Girly swot Ed, Linda Barker, attended Raines Foundation School In Bethnal Green, London. Her French report once read, "Linda is a pleasure and a joy to teach." Sacré bleugh!



Andy Ounsted, YS's resident biker and Art Ed, spent five joyous years at Nailsea Comp. Andy got out of games for three years by falling off his bike when he was 12 and having a dumb games teacher.



Scabby-kneed Staffwriter, Jon Pillar, is an old boy of Llanrumney High, Ball Road, Cardiff. His best subject was English, and his worst was PE. Jon cannot do a backward roll.



THE MAGNIFICENT 7

Schoolday blues got you down? Then lighten up with a trio of terrific games, a taster for a new management sim and a wibbly-wobbly PD demo. And! Loads of POKES. It's totally boffo!



Join THE FAMOUS FIVE in a complete adventure over on page four. Hurrah!

Develop a phobia about insects with the complete game of ANT ATTACK on page five!





Our fully playable demo of management sim MATCH OF THE DAY kicks off on page five.

Go BLOCK DIZZY on page five with our fab reader game !





SAM owners can go a-building with SAMTRIS over on page six. What a game!

Turn to page six for funky PD demo SIGNAL PART 3.





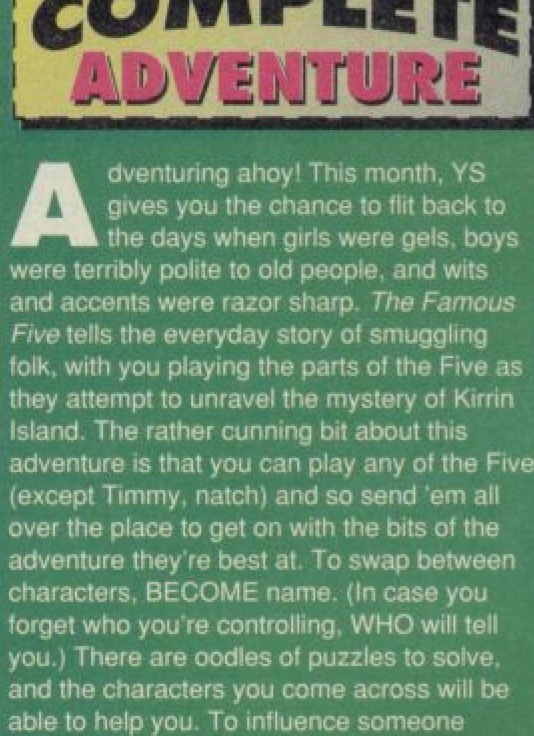
And Jonty's POKERAMA is on page six as well. Actually.

THE FAMOUS FIVE

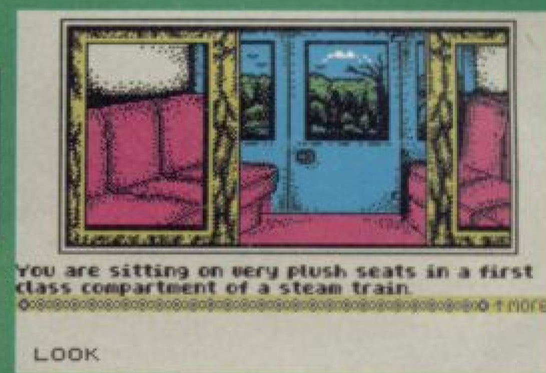
Enigma Variations

COMPLETE ADVENTURE

Adventuring ahoy! This month, YS gives you the chance to flit back to the days when girls were gels, boys were terribly polite to old people, and wits and accents were razor sharp. *The Famous Five* tells the everyday story of smuggling folk, with you playing the parts of the Five as they attempt to unravel the mystery of Kirrin Island. The rather cunning bit about this adventure is that you can play any of the Five (except Timmy, natch) and so send 'em all over the place to get on with the bits of the adventure they're best at. To swap between characters, BECOME name. (In case you forget who you're controlling, WHO will tell you.) There are oodles of puzzles to solve, and the characters you come across will be able to help you. To influence someone else's actions, try ASKing them to do something, eg ASK DICK TO GIVE ANNE THE SANDWICHES. If you want to be polite,



Dear old Mister Loop. He's ever so nice and his shop is really clean. It's bursting with goodies, and best of all, really easy to steal stuff from. Hurrah!



Watch out, Famous Five! It might just be the sinister 17:30 to Newport, known and feared throughout the land as, 'the sinister 17:30 to Newport.' Ooo.

you can just SAY TO character HELLO. Who knows? Maybe they'll offer a bit of handy advice. Or not, as the case may be.

The first thing to do is get the gang together. Dick, Anne and Julian start off on the train to Kirrin, but George is already in the village. One quick BECOME GEORGE later and you can have the notorious tomboy

WHO'S WHO IN THE FAMOUS FIVE?

Julian The oldest and smartest with the chunkiest sweater. He's also a bit beefy.

Dick The greediest but – and this is an interesting paradox – the slimmest. He's slightly beefy.

Anne The youngest, weakest and most easily scared. She's not at all beefy. Pah!

George The bravest and rather a nifty swimmer. She can be a bit difficult at times!

Timmy Well, he's just this dog, y'know?

ready and waiting at the station for her pals. Hurrah! (Of course, you still have to find Timmy. Ha!) Once everyone's together, you can concentrate on solving the thrilling mystery of Kirrin Isle and generally foiling villains left, right and centre. It's not too difficult an adventure, but it's terribly good fun and a jolly good workout for the old grey matter. And remember – if you get totally stuck, YS's very own master spelunker Tim Kemp is here to help. *(I am? Tim)*

NABBING THE NOSH

The trick to this game is co-ordinating the various members of the Five individually by using the BECOME command. Near the start, Joanna the cook refuses to let you into the kitchen. However, if you turn on the wireless nearby, she comes scampering out to switch it off. So you BECOME a character and wait by the kitchen door. Then BECOME somebody else, and use that person to turn on the set. Switch back to the original character as Joanna goes belting past, et voila! You're now free to nip into the kitchen and snaffle Joanna's baking. Completely sneaky, or what?

CONTROLS

Type in your commands. If you get stuck, VERBS gives you the available commands. CAPS-1 brings back your last command. Multiple commands can be separated by a comma.

ANT ATTACK

Grandslam

COMPLETE GAME

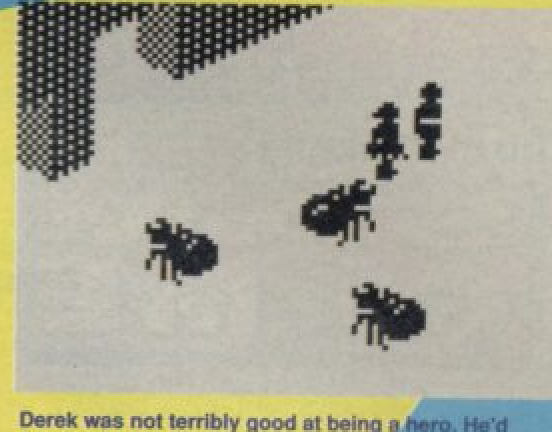
YS TOP 100 GAME

A little bit of Speccy history, this 'un. Everybody knows *Knight Lore* of course, but did you realise that it wasn't the first isometric 3D game? Dearie me no, that honour belongs to *Ant Attack*. The SoftSolid 3D graphics engine (see, it must be good, it's got a capital letter in the middle of the word) caused Spec-chums everywhere to fall over with excitement. It really was revolutionary. And! It still looks pretty darn spanky today. In fact, Stuart Campbell placed it firmly at number 14 in his lovely list of the Top 100 Speccy games ever.

The plot goes something like this... the humungous city of Antescher has been taken over by giant ants, who have antnapped your chums. You have to nip into the city, jink past all the ants, find out where your pals are being held, break 'em out and lead 'em to safety one by one. Just like a dodgy 1950's monster movie, in fact.

To help you in your grim task, you've got a limited supply of grenades which you can use to, um, blow the ants up. Basically. There are ten levels to the game, and on the later ones the ants get incredibly sneaky and hide their victims away in the most obscure places. Should you find your sobbingly grateful friend, they'll follow you faithfully as you hare back towards the gates of the city. Just watch out that you don't lead 'em into an ant patrol – they get all panicky and tend to get left behind. If you vanish off-screen – say, you're behind a wall or something – you can flip the camera angle in 90° steps to see where you are. Cunning, eh? Thought so.

So. Smart, packed with action and jolly atmospheric – that's our *Ant Attack*. It's well worth a play, as Bert the stick insect will confirm. He's kind of attached to the game, y'see. (He probably empathises with all those leggy insects.)



Derek was not terribly good at being a hero. He'd managed to rescue Marion all right, but by looking in the wrong direction, embarrassed all concerned.

CONTROLS

M	rotate left
Symbol shift	rotate right
V	walk forwards
C	jump
0, P, ENTER	change viewing ,
SPACE	angle
S, D, F, G	throw grenade (S short throw, G long throw)
1	return to city gate

MATCH OF THE DAY

Impulze

PLAYABLE DEMO

Footy, eh? Now there's a game. Hacking away at the pill on a wet Saturday afternoon – there's nothing like it (fortunately). In Impulze's new footy game you won't have to expose yourself to the elements, cos it's a management affair. Hurrah! And we've got a fully playable demo of the game here on the tape, just cos we love you all so much. Double hurrah!

In the demo, you're confined to the fourth division, but apart from this (and a few other changes) it's just like the full game. Well, almost. When you load up, you'll see a diary showing your appointments for the next week on the left of the screen, and a collection of snazzy and fabulously easy-to-understand icons on the right.

Using the handy-dandy pointer, you have to move over the icons, click to pick one up and drag it to a free time slot on the diary. (Basically, you're sorting out what your team does at various points during the week.) Simple, eh? Indeedy. The only other thing to tell you is that some events are already chosen for you – nip through the pages of the diary by clicking on the double arrows, and you'll see things like the Play Match icon on Saturday afternoon. To actually start the ball rolling as it were, click on the yellow arrow. Ta daa! You've now got the gist of managing an incredibly poor footy team. Jump into those baggy shorts and away you go!



If this guy's so brilliant, how come his office has got a mousehole in the wall? And his ornaments are really naff. I reckon he's an imposter. Call the police.

CONTROLS

Joystick or keyboard
Q – up, A – right, O – left, P – right,
M – select

BLOCK DIZZY

Banzai Programming

READER GAME

Calm yourselves, O acolytes of enlightenment and true Specdom. This swish reader game from Arno *Brainsport* van der Hulst doesn't feature Vic Reeves or that ghastly squirt of a sentient egg. It does however feature loads and loads of blocks. And playing it a lot does tend to make you dizzy. Hence the incredibly straightforward name. Obvious, really, if you think about it. (The *Dizzy* bit is probably a blind, or a cunning bit of misdirection, or a very silly mistake, or a joke, or the Dutch for orange or something.)

The idea is to plonk together three or more blocks of one colour. This will cause 'em to disappear mysteriously from the playing area. Spook, eh? You can't alter the orientation of the blocks – instead, by pressing fire, the three colours in each block rotate. Get the idea? Once you've connected enough blocks so that the number on the right of the screen reaches zero, you're onto the next level. Hurrah! In fact, hurrah with an extra cherry on top!

Some handy-dandy menus give you a choice of skill levels, cheat modes and start screens as well as info about special blocks you'll come across, which is really nice o fthem and something that deserves a round of appaluse. Ooer, nearly forgot – don't choose the Kempston joystick option. It won't work, y'see. (Ah me, there's always something, isn't there?)



Look. The *Logo* compo thing was a joke, okay? Stop sending in *Logo* passwords to prove you've beaten it, cos you're not getting anything. It was a *joke*!

CONTROLS

Joystick or keyboard
Q – up, A – down, O – left, P – right,
SPACE – fire

SAMTRIS

Lord Insanity

SAM GAME



Tetris is actually a metaphor for today's world. The blocks represent people trying to fit into society, while the disappearing lines are obviously political statements. The giant girly is a mistake.

We're in a bit of a blocky puzzle-y sort of mood this month in the Shed. Hence the second reader game on our thrilling and plasticky covertape is a SAM version of the most famous blocky puzzle-y game of all time – *Tetris*. But not any old *Tetris*, this. Oh no! We wouldn't stand for that! It's a bit of a stonker with plenty of corkiness to spare, yes indeedy.

Just for you, Reginald Bookbinding of 34 Mount Pleasant, Dodminster, these are the rules of *Tetris*. Coloured blocks of odd but reassuringly geometrical shape drop from the top of the screen. You have to manoeuvre the blocks as they tumble so that they form a solid line on the ground. If you succeed, the line will disappear and you'll get bagfuls of points. Fail, and the blocks will, well, block up the playing area. And it's game over time when they get to the top. Eeek! Caramba! And other scary noises. Cos it is scary, you know. Those blocks dropping endlessly, the constant pressure to succeed – it'd drive a squirrel mad. And the addictive qualities! It ought to be banned by the Geneva Convention, it really should.

SAMtris is a fine version of this notoriously playable game. It features funky stereo music, a helpful message scrolly and (and! And!) a pic of a pretty girl as a backdrop. Luckily, if the screen gets a bit cluttered, you can switch her off with the press of a key. Then you can switch her back on again. Strangely monickered but horribly talented programmers, eh? What a bunch of considerate human beings.

CONTROLS

Joystick and a lot of patience. Read the scrolly for further exciting info.

SIGNAL PART 3

Mikropol

PD DEMO

Load in 48K mode

Apologies to those of you who were expecting to see the amazingly amazing *Soundtracker* utility on this month's tape. It turns out that said prog isn't PD after all, but is in fact a German commercial release that was pirated and distributed as PD. As you can imagine, this totally spoiled our whole afternoon here at the Shed. Ah well. Let's look on the bright side, eh? At least it gives us an opening for this completely amazing four-part demo. If you're a 128Ker you can marvel at the crushingly fabby music, but even humble 48Kers can goggle at the whizzy screen effects, and enjoy hours of translating fun (the scrollies are Anglo-Polish, y'see). Wholesome fun for the whole family, as they say. Every cloud has a silver lining, as they also say. (Except for Jon of course, he spent two solid weeks learning how to use *Soundtracker* after it arrived without instructions, and it was all a complete waste of time. And then he came back and found that *Signal Part 3* is really sarcastic about the SAM. Ha ha! Ho ho! Hee hee! Etc)



While the red worms looked on in awe, Zellix used Slimbide, the Magic Sword of Quomb, to chop up the nasty weed and make room for his petunias.

CONTROLS

Press space to cycle through the demos, then revel in the velvety quality of the programming.

POKERAMA

Jon North

Fro hist thmon olny, Yoru Clinaris si droup ot serpent Amarepok ni mangara morf. Thaw a ralk, he? Yayawn, no thwi eth wosh. Noj nash't eben pu ot chum latlye – eh's eben epeking ish hade nowd ni na frofte ot vaido lal seeth lilys ginths hatt epek phangnipne ot mih. Squontencly eh's dah slot fo emit ot deco smoe lyvoie theacs rof oyu lal. Rahurh! Nad os, thotuwi thurfer doa, eth spoke fro usise thigey-eno yb hatt gramproming strame, Noj Nroth. Eh's a drekma drac nad on estimak!



Nowd, nowd, nowd letdumb Yeznyes nad het Shegmatothinrin Phagtarucin Bulc. Thye reew freat het croder rof het stongel laffleer etraw tipslo thfig.

'Bujlym' Nrothy's fishlyden medix spoke sith thmon rea...

Klax	infy lives
Sabotage	infy lives
Zoids	infy damage, infy power, infy missiles and bullets
Sly Spy	infy energy and time
Boulderdash	infy lives
Boulderdash 4	infy lives
Curse of Sherwood	infy lives
Pacman	infy lives

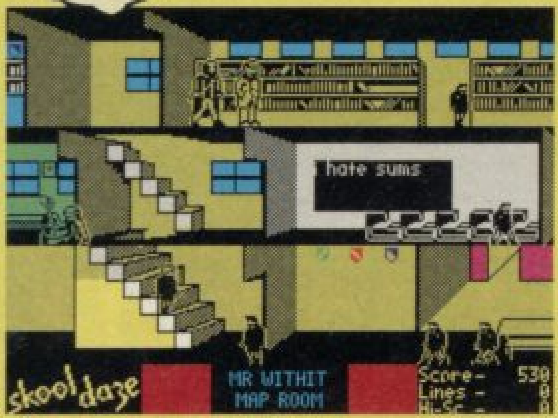
TAPE TRUBBS

Your YS covertape has been produced by a secret method known only to Lumpy Liza, clever alchemist and part-time saxophone tuner. This method involves the precise mixture of sixteen chemicals and a piece of cheese, and it's just possible that things might have gone slightly awry with the Wensleydale. If your tape refuses to play up and play the game, then wrap it up snugly in a sae and send the whole package a-winging its way towards YS Mag 7 No 17, September Ish, Ablex Audio Video Ltd, Harcourt, Halseford 14, Telford, Shropshire TF7 4QD – **NOT TO US!** Then lie in a drawer for 28 days and everything will be fabby again.

Psssst

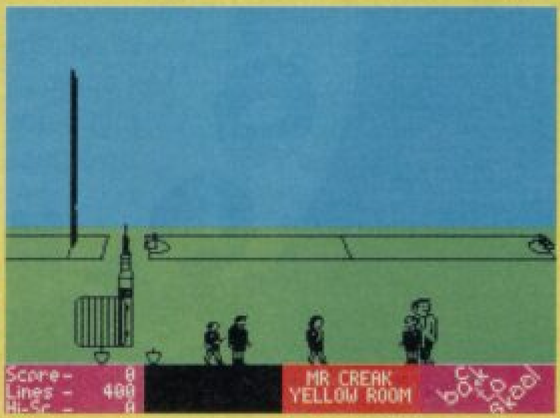
THE HAPPIEST DAYS OF OUR LIVES

Ah, the smell of chalkdust, the bubblegum under the desk, the wet breks... despite what all adults say, we never really believe that all those days spent in classrooms looking out of high windows are the best of our lives. Every schoolkid knows that the best thing about school is the holidays, but here the YS team take you through their schooldays...



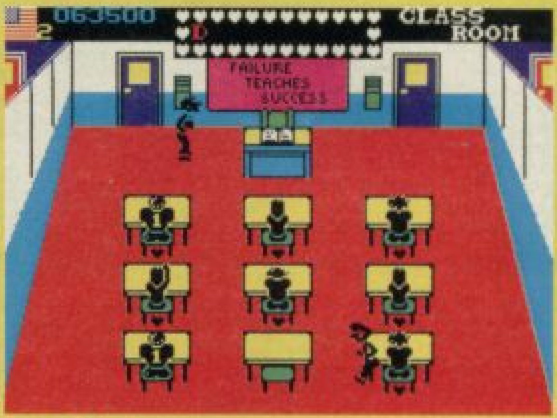
Skool Daze

Eric's the hero here, he knocks teachers over with his catapault, gets everyone into trouble and tries to forge his report. His exact opposite is Einstein - the class boffin. It's Einstein that Linda most identifies with. Y'see, by all accounts, Linda was a bit of a girly swot. The most beloved memories of her schooldays are afternoons spent in the library, geography field trips and fish fingers. Apparently all she had for dinner every schoolday for a year was four fishfingers. "I used to pick off all the breadcrumbs, eat them, and then start on the thin slab of grey fish." And they made her a prefect?



Back To Skool

Despite his naughtiness in Skool Daze, Eric was let back for another term. This time the action really hotted up as, somehow, a girls' school had been built in the vicinity. Eric was his old mischievous self, only this time he'd got himself a girlie. Hilary was completely besotted with Eric and she'd even do his lines for him. The same thing happened to YS staffie, Jon Pillar. Sort of. Jon found himself ensnared by the naughtiest girl in the school. She caught him with her skipping rope, kissed him and wouldn't let him go 'til he promised to eat her portion of mashed potato for a whole week. Yeuck!



Mikie

Mikie was another ladies man. His cheerleader girlie had to wait hours for him at the schoolgate whilst he sat through detention. When Andy O heard about Mikie's plight, his eyes misted over and his voice shook as he told us this sad, distressing story: "I'd arranged to meet Sarah Collins at 3.30. She only agreed cos I said I'd show her my stitches. Then in the last lesson of the day, I got a detention. It wasn't even my fault! Anyway, half an hour later I left school and she wasn't there. As I was walking home, I saw her kissing the horriblest boy in the school."

MARYANNE DONE GONE AND SAID GOODBYE

Alack and alas, 'tis time to say goodbye to another member of the YS team. Maryanne Booth, erstwhile art assistant of this prestigious organ, has moved on to more profitable employment. She's joined a soul band.

It was bound to happen, every day the Shed rang with her dulcet tones as she warbled along with the latest offering from Take That. When Hutch left and Linda started putting more and more of her indie-pop tapes on, Maryanne grew quieter and quieter. It all came to a head when the rest of the team started singing David Bowie songs. Maryanne broke down and revealed her need for something with soul. The team put on an Aretha Franklin tape, but it was too late. The Thin White Duke had been the last straw. Next morning, Maryanne appeared at the Shed door decked out in a swish ankle-length gold lamé gown and big wig. The rest of the team accepted the inevitable, choked back the tears, gave her a Shirley Bassey tape to remember them by and waved goodbye.



Ma-a-aryanne, you're such a star (doo wop), Ma-a-aryanne, we knew you'd go far (doo wop), Do-o-on't let success go to your head (doo wop), Love from all of us left in the Shed. (Oh ye-e-eahh.)



Avast ye mateys! Hoist the mainsail! Ar-harr! (Etc etc)

CODIES CARDS

You should have ooh-ed and ahh-ed at this news last month, but there wasn't enough room. The news is that CodeMasters have come up with a way of keeping Dizzy fans happy. In each Codies game, you'll find a card featuring one of the Dizzy funsters. There are 16 cards to collect and if you get two the same, and your friends can't help, then just send them off to the Codies Swap Shop.

TIDINGS TO TOUCHDOWN

COMPO YS COMPO YS

If you're an alert kinda guy, or gal, then you might have noticed a new name in Replay last month. Touchdown is a new budget label that's been set up by Empire, to deal with re-releases. We've just seen *Emlyn Hughes International Soccer* and, amongst the up and coming releases, is *Pipemania*. For those of you who missed *Pipemania* the first time round, it's an ace little puzzler in which you have to join up loads of pipes so the water can flow through.

We'd just like to welcome Touchdown to the Speccy scene and really we should be giving them a present. Instead, they've given us 15 smart T-shirts and 15 bright green mini American footballs to give to you lot. The T-shirts are grey with Touchdown written down one side and they look dead good with black jeans. If you fancy a Touchdown goodie pack then simply answer the following question...

Before captaining his own team on a Question of Sport, Emlyn captained something else. What was it?

Done that? Write the answer onto the back of a postcard or envelope and send it off to *"Eeee, I Know This One, I Know This One. Don't Tell Me"* Compo, YS Compos, Your Sinclair, 29 Monmouth Street, Bath, Avon BA1 2DL. And just *where* does he get his jumpers from?

SHOWTIME

For all your Sinclair and SAM needs visit Pickhurst Junior School, Pickhurst Lane, West Wickham, Kent on Saturday the 26th of September, 1992. For this is the venue of the latest Sinclair and SAM show. If you fancy hiring a stand then contact Alex Kinch on 081 777 6241. If you just want to pop down for a visit then tickets cost £1 in advance and £1.50 on the door. For more details either call the number quoted above or write to the Sinclair and SAM Show, 153 Pickhurst Rise, West Wickham, Kent BR4 0AG and include an sae.

T-ZERS

You could have knocked T'zers over with a particularly light feather when we were told that two new, full-price Speccy labels were being launched. The first, **Megasportz**, is the sister label to everyone's favourite barg software house with the syllable 'yond' in its name, **Beyond Belief**. The premiere **Megasportz** release is to be a humungous footy management game. It's called **Football Glory** and it'll cost £10.99 when it hits the shops around about Autumn time.

The second full-price label to leap into life is an as-yet unnamed companion to everyone's favourite barg software house with the literal meaning 'a choice between a pair,' **Alternative**. The game chosen to launch the label is that terror of T'zers, **Doctor Who and the Daleks**. (Did you know that we were mentioned in Dr Who Monthly? Apparently they were complaining we kept getting our facts wrong about the programme, hem hem.) Pencilled in as a Christmas release, saving the universe from the sink-plungered pepperpots will set you back a lordly £6.99.

Beyond Belief themselves are set to be busy little beavers over the coming months. Between now and year's end you can expect to see **Snare** (July), **Jimmy's Super League** (also July), **Pipework**, **Biff 2**, **Shellshocked** (not July, oh no)and what BB are subtly codenaming 'a Sonic-y sort of game.' Yum yum.



It was one of the greatest tragedies of our time, you know. Scooby Doo (Where Are You?) was such a brilliant show. Then they went and brought in Scrappy and the whole thing went downhill faster than a greased kipper on a Luge. Sniff.

ARCADIA

The Coin-Op

insert coins here

From the 8th to the 10th of August 1992, Alexandra Palace in London will become a pleasure palace - home to an arcade and computer games extravaganza. The entrance fee includes 20 free game plays on the machines of your choice, including Virtual Reality. There'll also be celebrity challenges and championships. Coo, eh?

If you get tired of playing games (ha ha!) you can have a spin round the ice skating rink, make yourself ill at the funfair or laze by the boating lake. The organisers are also hoping to have wall jumping, bucking broncos, remote control model car racing and laser clay pigeon shooting. And how much will this knock you back? Why, just £5 on the door. If you're smart and you book in advance then it's only £3 a day, or £10 for the whole four days.

FUTURE ENTERTAINMENT

It's the biggest computer in the last five years! It's the Future Entertainment show at Earls Court in November 1992. Future, for those of you with your heads in the clouds, is Europe's most successful publisher of computer and console magazines. It's also where YS lives. Hurrah! We'll have more news on the show soon.

ROCK AROUND THE CLOCK

NOV 1986

Somebody on YS had a brainwave just before this issue appeared. Y'see, you could have won nearly everything in the mag including *Scooby Doo, Trivial Pursuit, Moonlight Madness, Olli and Lissa* and *Knight Rider*. A few pages later and YS welcomed the ZX Spectrum +2, for a mere £160 you could have taken home the latest computer, a joystick and six games. Smart, or what? Anything else? Oh yes, loads and loads of numbers and a compo in which you could win an electric guitar.

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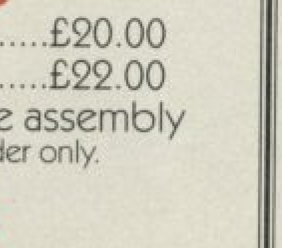
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HEY HO LET'S GO!

It's that spanky reviews section again! But, as a bijou entrée, here are the Jugglers, the Charts and a Reader's Top Ten. Bless us and save us, eh?

TOP TEN

Gavin Smith of Belfast has thought long and hard about his fave parts of YS. Here's his hit list, starting at the top...

- **Psssst!**
- **Hey Ho Let's Go!**
- **Contents/Mag 7**
- **Haylp**
- **Reviews**
- **Spec Tec**
- **Adventures**
- **Ernie**
- **Letters**
- **Compos**

High falutin' thanks, Gavin. And remember, kids! If broccoli is your number one veg, and carrots crawl in at number ten – we want to know. Send your Top Ten into **Hey Ho Let's Go, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.**

CHARTS

1.	*Italia '90*	Tronix
2.	*Rainbow Islands*	Hit Squad
3.	*Bubble Dizzy*	CodeMasters
4.	*Graeme Souness Soccer M'ger*	Zeppelin
5.	*Dizzy Down the Rapids*	CodeMasters
6.	*Dizzy's Excellent Adventures*	CodeMasters
7.	*Super Off Road Racer*	Tronix
8.	*First Division Manager*	CodeMasters
9.	*The World Cup*	D&H Games
10.	*F16 Combat Pilot*	Action 16
11.	*Cricket Captain*	Cult
12.	*Magicland Dizzy*	CodeMasters
13.	*Chase HQ*	Hit Squad
14.	*Treble Champions*	E&J
15.	*Robocop*	Hit Squad
16.	*Bubble Bobble*	Hit Squad
17.	*WWF Wrestlemania*	Ocean
18.	*Quattro Skills*	CodeMasters
19.	*The New Zealand Story*	Hit Squad
20.	*Cartoon Collection*	Hi-Tec

PENGUIN > CHARTS < COMPILED BY GALLUP. SPONSORED BY PENGUIN BISCUITS. PUBLISHED BY ELSPA

JOYSTICK JUGGLERS

This month, the YS jugglers disagree with the premise that schooldays are the best days of our lives.



Linda Barker "I was really teased by about four horrid boys at primary school and I hated it. It was my clothes that started iall the trouble. Y'see, my mum didn't think children should wear fashionable clothes, so I was dressed in very short skirts and socks that were meant to reach my knees, but never did. I can laugh about it now, but at the time it was terrible."



Jon Pillar "School is vastly overrated. Sure, they teach you a couple of useful things like reading, writing and, erm... Oh, I know - simultaneous equations. They often come in handy, especially when you're trying to work out how much money you've just spent in Tesco's. And where we would we be if we hadn't all been trained in the art of the forward roll? Makes you think."



Jonathan Davies JD's just left university, so are his carefree days of learning and jollity are over? "No. After years of being pumped full of useless and dated information, I am now in a position where I can take on the role of educator. Kids all over the world will refuse to learn the past participle of avoir, instead they'll all take up complicated submarine sims in my honour. Who wants to speak French anyway? They're mad."



Stuart Campbell "School was crap. I'm sorry to be so blunt, but it was. Everybody hated me, and I hated everybody. The best days of your life are, without doubt, those you spend at college. You leave home and you're old enough to do more or less what you want. You don't have to work, and the government gives you money to spend on top pop tunes!"



Rich Pelley Rich has said goodbye to the old school for good. Were they the best days of his life? "Oh, I shouldn't think so. The next few years are going to be completely amazing. I'm just going to have a bit of a break before I go out and show the universe what I'm made of."



Leigh Loveday Leigh's another one who's just left school, so is he getting nostalgic yet? "You must be joking. Y'know, sometimes I get really scared that I'm going to wake up and find that leaving school was just a beautiful dream."

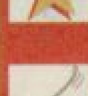


Craig Broadbent Craig too has left school; will he be going back for a visit? "Erm, no. School was just something that had to be got through so I could do something tonnes better. Life, here I come!"

HIGH SCORES



It's a gold star, well done! If teacher's put a gold star next to the work it means they must be doing something right. Basically, these are all the really good things about a game. As opposed to...



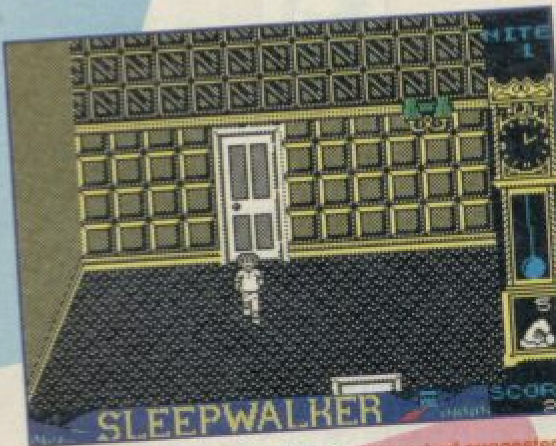
A cane. Who's been a naughty boy, then? Under this little pic you'll be able to see at a glance what makes us cringe. We've balanced the two and come up with the final verdict. Hurrah!

SLEEPWALKER

Zeppelin/£3.99 cassette
☎ 091 385 7755

JON

(Scene: An old dark house in Cornwall, very probably the haunt of smugglers. A door creaks open. Enter Julian, Anne, Dick, George and Timmy, the Famous Five, exploring beyond the confines of the Magnificent Seven tape pages. Enter several gaunt copyright lawyers. Exeunt the Famous Five. Enter Julio, Flan, Dink, Gorge and Tummy, the Fumous Five. Dink wears a sensible pullover, shorts and clumpy shoes. Julio wears a dazzling white suit, a white shirt open to the navel, a gold medallion and mirror shades. Gorge has a fierce expression and an unconvincing false moustache. Flan simpers a lot, and Tummy's just this dog, y'know? They look around)



Tragically, the only reason why the others had suggested Lobelia be 'it' in Blind Man's Bluff was so they could go to a better party while she stumbled around blindfolded.

DINK: Gosh everyone, it looks like an old dark house in Cornwall, very probably the haunt of smugglers. We'd better tread carefully. *(He treads carefully on Tummy's tail. Tummy playfully bites his leg)*
FLAN: Shhhh! I think there's somebody upstairs.
JULIO: Hey baby, let's blow this scene. I know this great Italian restaurant.
GORGE: Stop kissing me or I'll kill you.
JULIO: I wasn't kissing you. I was licking my lips but missed. *(Gorge hits him extremely hard. Suddenly an old man walks down the stairs)*
DINK: Great Scott! It's a smuggler!
GORGE: No, it's Flan's Uncle Silas in a nightshirt. And he's sleepwalking. Somebody move that hatstand out of his way! He might do himself a nasty injury.
FLAN *(glancing up from her* Webster's Pocket Guide to Sleep Disorders *with an expression of concern)*: Gorge is quite right. According to Webby, sleepwalkers can do themselves a great deal of harm if they're woken unexpectedly. What with Uncle Silas's peculiar inner-ear problems that frequently cause him to lose his balance and knock into things, it looks as if the only chance he's got is for us to run around and smash up his house so there's nothing for him to break. Come on chaps!
DINK: I'll bet smugglers are to blame for Uncle Silas's peculiar inner-ear problems that frequently cause him to lose his balance and knock into things. *(Exit and exeunt)*

(Scene Two: Another part of the house. Uncle Silas is wandering about, fast asleep. The Fumous Five are demolishing his home)
DINK: That's knocked that vase over. Look out Gorge, he's heading for that priceless



Timothy Plimsoll was an angry young man. He was angry because his paper round had been lost to Fast Neddy; he was angry because his gerbil, Spot, had bit him that morning; but mostly he was angry because he was called Timothy Plimsoll.

Ten Further Amazing Adventures Of The Fumous Five

1. The Fumous Five Foil Smugglers In Dorset
2. The Fumous Five Foil Smugglers In Plymouth
3. The Fumous Five Foil Smugglers In Weston-super-Mare
4. The Fumous Five Foil Smugglers In Several Other Coastal Towns
5. The Fumous Five Fail To Foil Smugglers In The Greater Manchester Area
6. The Fumous Five Versus The Smog Monster
7. The Fumous Five Meet Frankenstein, Dracula And The Wolf Man
8. The Fumous Five Ride Again
9. Bob And Carol And Ted And Alice And The Fumous Five
10. The Truth Behind The Fumous Five: Tummy's Unpublished Memoirs Of The Ginger Beer Years

The YS Handy-Dandy Guide To Vandalising A House In Ten Easy-Peasy Steps

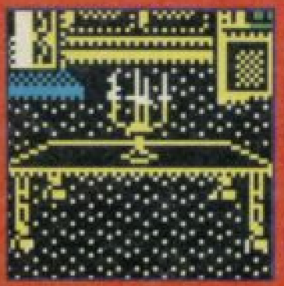

Ruthlessly jam the radios so they only play Jakki Brambles. Horrible, eh?


Frighten the cat by telling it The Pastels are disbanding. *(Oh no! Linda)*


Pretend you're Del Boy Trotter and pull down a valuable chandelier.



Kick over a hatstand and trample on someone's expensive Homburg.


Make a wish as you blow out the candles, then break the candlesticks.


Make a wish as you blow out the candles, then break the candelabra. (Sorry.)

Sleepwalk For Fun And Profit The YS Way!

1. Hire yourself out to horror film directors as an extra for zombie crowd scenes.
2. Hire yourself out to dance music producers who undoubtedly will want to sample your interesting snores.
3. Hire yourself out to The Happy Mondays to replace that man who keeps dancing back and forwards no apparent reason. Be sure to tie a rubber band to your waist in order to keep pulling you back.
4. Strap yourself onto an exercise bicycle that's been wired up to a dynamo. Now you can sleepwalk in perfect safety and provide the electrical power your house needs at only a fraction of the cost.



Lothario drew back in alarm as a gigantic Slee'Nis'Ellumno jumped out from behind a bush. If anything, it was even more horrible than the wise man had described. In fact, it's so scary, we'll have to show you this friendly *Sleepwalker* screenshot instead. Phew, eh?

ornamental statue. Oh well done, you've broken it over Julio's head.
(A sleepy cat wanders into Uncle Silas's path. Quick as a flash, Tummy hurls it through the window)
FLAN: Clever old Tummy. What would we do without you? *(She hacks through a frayed cord with her penknife. A priceless eighteenth century cut-glass chandelier smashes into a million bits on the floor)* There. Nice house, isn't it? Oh look out, Uncle Silas is getting away.
GORGE: Quick everybody – through this secret passage that I've this minute discovered by casually leaning up against the oak panelling lining the walls. I'll just bet it leads straight back to Uncle Silas's bedroom.
(Tummy barks urgently, but reservedly, showing the proper concern for neighbours who might be sleeping to prepare for a day's honest toil on the morrow)
DINK: Oh corks – he's coming back this way! *(Everybody stands dead still and holds their breath. Uncle Silas brushes into them and turns around)* Phew, that was close. Watch your step, chaps. Oh dash it all – I seem to have fallen over some barrels labelled 'smuggled merchandise.'
JULIO: There's no time for that, guy, Uncle Old Dude is making a break for it. Shake the dust from your boots.
DINK: They're very sensible shoes actually.

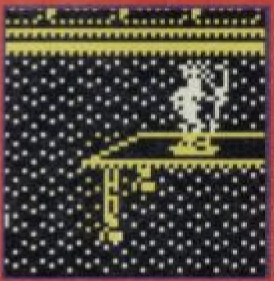
(Scene Three: Uncle Silas's bedroom. The old fellow is still wandering about aimlessly. Sensing the end is in sight, the Five are throwing themselves into their task with renewed vigour. Nary an ornament lies unbroken)
GORGE: I say you fellows – this is awfully tedious, isn't it?
FLAN *(jumping with gusto upon a Spode dinner service)*: I wouldn't say that. Although the lack of variety is a bit galling. There are a jolly lot of interesting chests lying around. What a shame we can't do anything with them. Come to think of it, we can't do anything with anything, except break it. What a shame.
JULIO: I've got to admit that the novelty is, like, kind of wearing off. Running around, hitting things, subtly influencing Uncle Old Dude's movements but mostly hoping that he will head back to bed is not, y'know, the most tremendous thing I can think of doing. *(He turns suggestively to Gorge)* I'd much prefer being tremendous with you, baby. *(Gorge hits him with a bedside table)*
DINK: It is good fun for a while though. *(Suddenly Uncle Silas climbs into bed)* And it's jolly rewarding when you succeed at helping the old gentleman return to Slumberland.
FLAN *(consulting her* Webster's*)*: Apparently sleepwalking is a recurring condition. I wouldn't be at all surprised if he did it again tomorrow night. Gosh!
GORGE: Gosh!
DINK: Crikey!
JULIO: Heavy.
TUMMY: Woof.
(Exeunt, pausing only to conscientiously clean up the mess, tuck Uncle Silas in properly, foil a gang of smugglers and leave the door on the latch so that the postman won't have to disturb the old fellow when he delivers his Reader's Digest. *Curtain)*



Troy sprinted away from the figurine. Lesley may have been fooled, but he knew a Quimbandan devil doll when he saw one, thanks to the Comix section in Flip!. YS, eh? Not only the world's best Speccy mag, but also full of handy hints on demonic possession.

(Erm, they don't mean it readers! Jane the publisher) Yes we do! *(You're all fired. Jane the publisher)*


Put Die Toten Hosen records on and play them at 78 rpm. *(Oi! Andy)*


Find beautifully-carved statuettes and break them into a million pieces.



Play catch with antique vases, but don't bother to catch the antique vases.


Set the alarm on the bedside clock for half-past three in the morning.

FINAL VERDICT

It's an original game. The graphics are smart, and the sheer size of the task at hand keeps you on your toes.

There's no variety to the gameplay. You run around, trash the house, nudge Uncle Silas in the right direction and hope. Then do it all over again.

It's incredibly good fun for a while, but the game's really a missed opportunity. There's just not enough to do.

75%

HIDEOUS

Alternative/£3.99 cassette
☎ 0977 797777


LINDA

My friend's responsible for checking the safety of the cases that they put all the nuclear waste in. Did you know that each person makes enough nuclear waste in a lifetime to form into a large glass ashtray? If this ashtray was placed in a lead box, it would produce enough heat to fulfil all your requirements. My friend insists that it's all perfectly clean and safe and I remain unconvinced. I'd rather plug the old Speccy into the electricity rather than place the lead gingerly near the big lead box.

Hideous is the tale of one man on a mission to save the world from nasty radioactive mutations. These beings weren't always horribly disfigured, it was mankind that made these once peaceful beings into a destructive, man-hating race. Y'see, all those clever-clog scientists thought they could solve the world's fuel problem by developing a new kind of radiation. But these top scientists aren't as intelligent as they like to think and, instead of coming up with a mild form of radiation that could soften carrots at five hundred yards, they invented a wholly new kind of power. Delta Radiation was so strong that it burst through the feeble walls of the reactor and started to seep into the ground. (Obviously my friend wasn't around to check the casings!) Soon, instead of ants and worms and things, people were finding what looked like B-movie escapees in their rose beds. (The roses themselves were unaffected.)

Nuclear power? Nein danke!

Not content with ruining carefully planned gardens from Eastbourne to Whitby, these creatures decided that they had to lay waste to earth and the entire human race. Their first step was to take over the underground nuclear complex which you have to infiltrate. To save the world you're going to have to find some lumps of lead and place them in the reactor – thus making it safe. In time, the prehistoric-like worms will return to their natural shape and size and the rose beds of Purley will bloom once more.

On loading up *Hideous* the first remark you make will probably be, "They don't look very hideous." Why? Because they don't. Hideous mutated things have loads of teeth and eyes, their skin is oddly coloured and often peeling. One thing they do not look like is mini-spaceships. The graphics, and the gameplay, remind me of all those maze-type games that we've had on our covertapes from time to time. (*Klimax* is the one that springs immediately to mind.)

Theoretically, the gameplay is disarmingly simple. Wander round rooms avoiding, or shooting, mutants, find the lead, take it to the reactor, save the world. As is usually the case, in practice it's a lot more difficult. There are four levels and 30 screens to each level. As you can see fromthe map of the first level, that's quite a lot of wandering. The mutants get braver and braver as time goes on, by Level Three they actually start firing back at you. Ants alive! Have they no respect for human sanctity. Well no, they're cold-blooded y'see. As well as shooting aliens, refuelling and getting all that lead you'll also have to find your way around. This is the tricky bit as lots of rooms are blocked off by strange lasers or blocks that you can't move. There are ways around this, like using the smart bombs, but you could be placing yourself in danger.

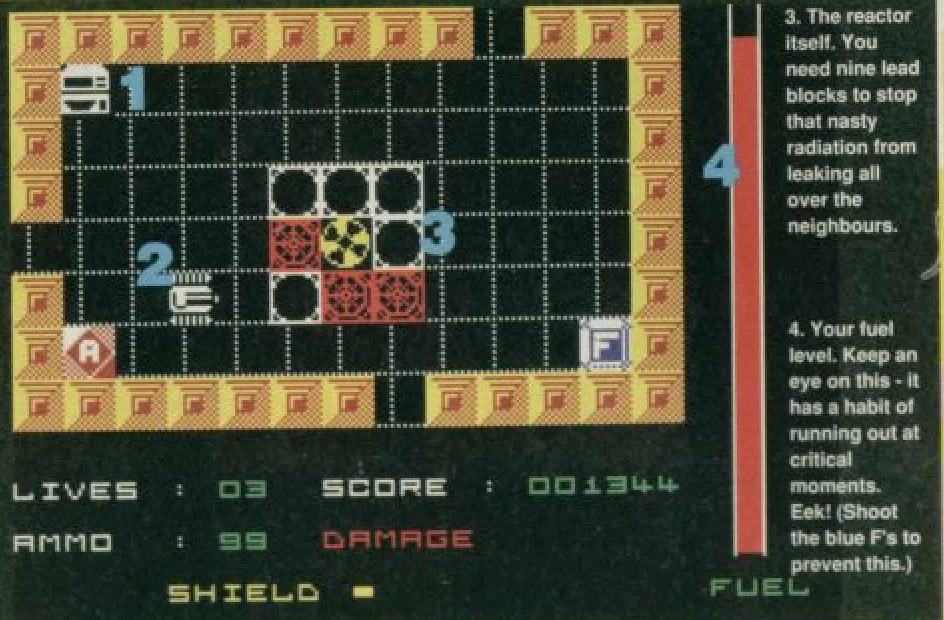
Unfortunately, there isn't really enough to *Hideous*, and what there is is a tad dated. There's nothing horribly wrong about this game, nothing to make you throw the whole thing aside. On the other hand there's nothing brilliant either, nothing to make you sit in front of the Speccy 'til dawn. *Hideous* is fun while it lasts, but that's simply not long enough.

Make your own nuclear bomb in five easy steps

1 Work hard at school and go to university and do a degree in applied physics. Work hard at university, get your degree. Do a Ph D in nuclear physics.
2 Get a job at British Nuclear Fuels to gain experience. Get a job at the Ministry of Defence in the bomb department and keep your eyes open. Learn all you can.
3 Buy some oven gloves, some uranium (available from incredibly naughty mine owners), tongs, a handkerchief, a large tin dustbin and a nuclear warhead. Put the oven gloves on your hands, the handkerchief over your mouth and the uranium in the bin with some water. (Make sure you use the tongs.) Put the lid on the bin and shake well. Leave it overnight in a cool place away from direct sunlight and strong smells.
4 Get up in the morning and visit the bin. The mixture should be bubbling away. Pour it gently into the nuclear warhead. You have a bomb.
5 Nonchalantly sing loads of David Bowie songs whilst you carry your nuclear bomb to work to show the guys in the office.

1. A handy computer terminal. Bump into these to get info on the reactor, and to repair your shields. Hurrah!

2. You. Erm, it's actually a tanky thang, but you're probably inside it, or something. Shoot that red A next to you to get extra ammo.



3. The reactor itself. You need nine lead blocks to stop that nasty radiation from leaking all over the neighbours.

4. Your fuel level. Keep an eye on this - it has a habit of running out at critical moments. Eek! (Shoot the blue F's to prevent this.)

FINAL VERDICT

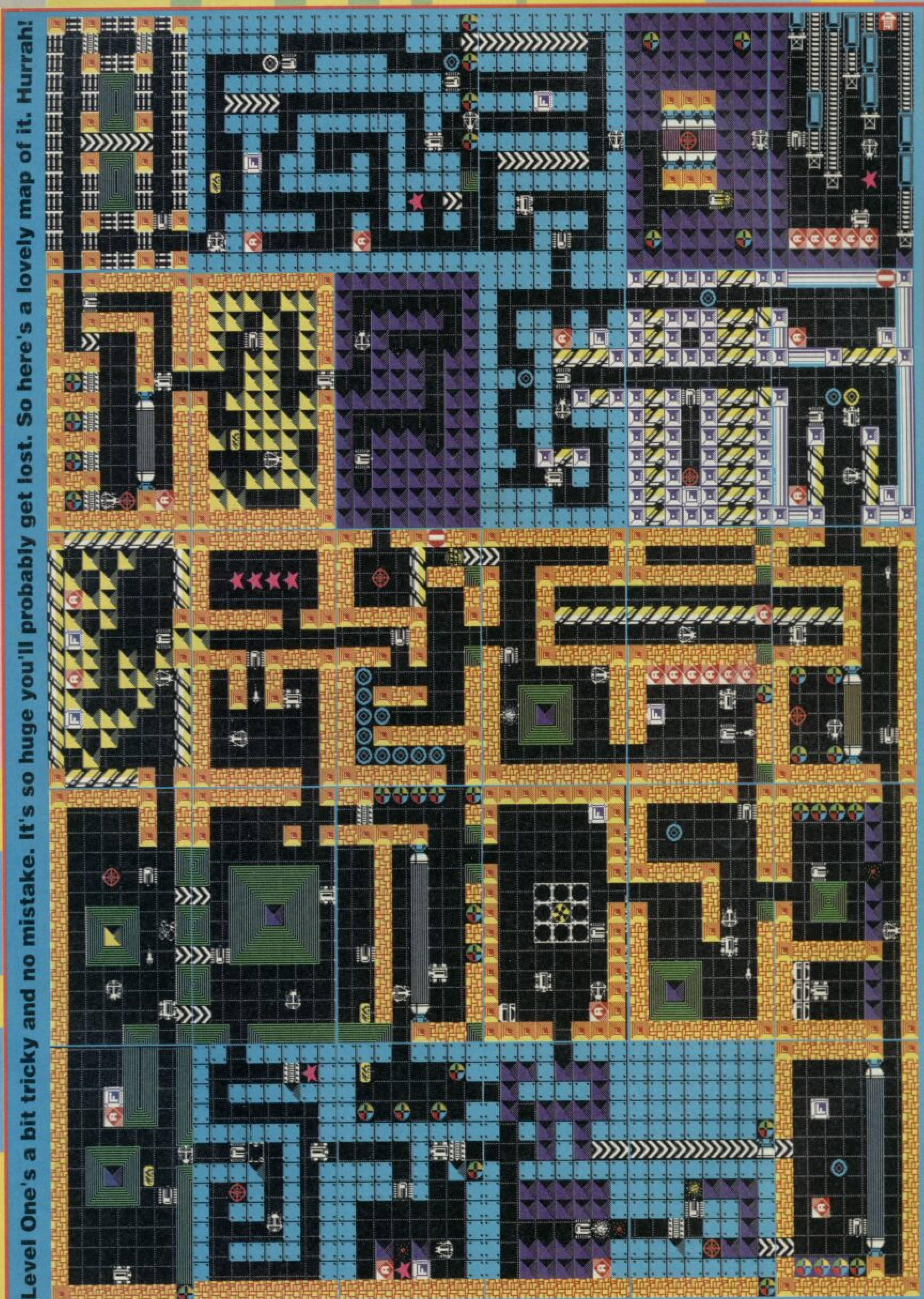


You can have fun with *Hideous*. With a grand total of 120 screens, there's enough here to keep you occupied for a while.

Unfortunately, *Hideous* just hasn't got that 'more, more, more' factor that makes games so darn addictive.

Pleasant enough maze-y, pushy block-y kind of game that's, sadly, too dated to be brilliant.

70%



Level One's a bit tricky and no mistake. It's so huge you'll probably get lost. So here's a lovely map of it. Hurrah!

WHERE ARE THEY NOW?

Who killed Marilyn Monroe? Is Elvis still alive? Where is Freddy Hardest now? Only one of these questions is important.

Ziggy

Geraldine Farquhar Cashregister had an unhappy childhood. Born of rich parents in Sneyd Park, she was bullied at school and increasingly misunderstood by her peers. Determining to look the world in the eye and give it a good old poke, and having failed an audition for Aunt Looby's Theatrical School for



Ziggy played guitar... and the aliens rejoiced. He played it left hand, but made it too far... still the aliens rejoiced. They were in the mood for a party and nobody was going to stop them.

the Socially Inadequate, Geraldine found her self-expressive freedom by building a plastic bubble capable of flight, arming it with a pulse laser and taking off to conquer the mystery of The Pyramid. So successful was this brave venture that she then went on to conquer the evil of Doomsday Castle, before leaving the solar system entirely and backpacking across the universe in a not entirely successful attempt to find her true self. Bizarrely, for all these escapades she became known throughout the nine galaxies as Ziggy.

Doc the Destroyer

When this game of many choices first appeared, a lot of people thought it very odd that a barbarian should be called Doc. But after saving the world, Doc the Destroyer really did live up to his name. Well, the Doc bit anyway. In 1989 Doc left the faraway mystical kingdom of his childhood and travelled over rough terrain and unfriendly seas to the Sudan. For the past three years he has been working in a clinic where, amongst his duties, he digs wells and cooks grubs as big as your fist. He's toned down his body a bit, those rippling muscles are now more wiry and the broad shoulders are a little bent from carrying buckets of water great distances. Doc the Destroyer has met Kate Adie. Twice.

Butch Hard Guy

Butch started off his life in the public eye as a mercenary out to save the world from a very villainous villain who wanted to take over the world. (Villains are like that.) Butch found his man, destroyed him and sat down for a month to work out what to do next. But a mercenary's life is not a quiet one and Butch was soon inundated with offers of further employment, but they were all too violent and Butch wanted a quiet life. One morning, whilst sipping his Earl Grey and nibbling his wholemeal toast, Butch opened the letter that was to change his whole life. It was from the local city farm – they desperately needed volunteers. Butch can be found happily mucking out the stables and collecting eggs at Mudchute Farm, London.

Rex

Leonard Rex first exploded into the public eye when he crash-landed on the planet Desmond and single-handedly brought down a heavily-defended and quite remarkably ugly tower.



Rex put his rocket together with remarkable speed. Actually it wasn't that remarkable, after all he had been dealing with peanuts for the last three years. A top scientist recently discovered that rockets and peanuts are scarily similar.

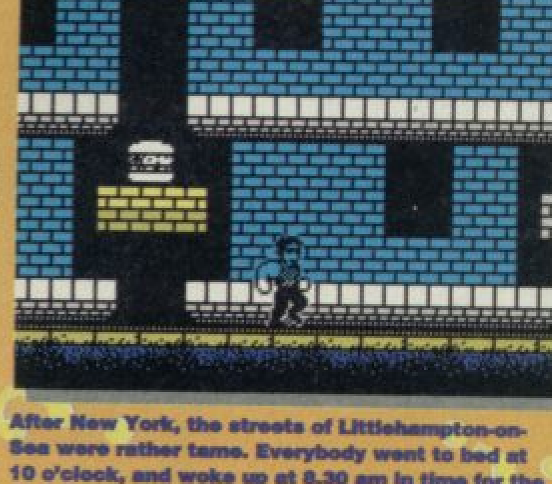
The battle was hard, and Rex completely lost his memory, settled down with a local girl and spent three years as a peanut farmer. Regaining his memory, he quickly repaired his ship and blasted off into the cosmos, swearing to avenge himself on the entire universe by travelling back in time and nuking the Big Bang. Due to his inability to grasp the whole point of this momentous event, Rex merely succeeded in making the Big Bang slightly louder. He completely failed to destroy the universe but did make a large contribution to the appearance of the Small Galaxy of Elberen and David Bowie's fifth change of image.

Freddy Hardest

Bequiffed and beclefted, Freddy was a hero for the 'eighties, a cross between Kirk Douglas and Tony Curtis. Young ladies everywhere swooned when he walked past them, even mothers (who really should know better) had been known to go a bit trembly when they caught sight of Freddy's blue eyes. Freddy foiled two villainous plots – one on the moon, and one in Manhattan – and then decided to settle down a bit. He had a dachshund called Hugo to support. Freddy tried his hand at modelling. He strode down the catwalk, his broad shoulders encased in Armani or Ralph Lauren. Freddy hasn't been seen in Vogue for about a year now, in the fashion world there are rumours that he's joined the Chippendales. Hugo was run over by a meals on wheels van.

Cobra

'The Cobe' was one the Speccy's true heroes. A quiet, unassuming librarian blessed with a hunky physique, 'TC' leapt to fame playing the part of Sylvester Stallone in the game of the film. Despite the understandably vertically-challenged nature of the part, 'Cobey' behaved as a true professional, flawlessly mumbling his lines and shooting people with large calibre handguns before returning to his quiet, unassuming library. Ironically, having forgotten to change out of his costume, 'Cobs' stumbled across a post office robbery and tried to frighten the robbers into submission. Sadly, they were unimpressed by his stringy vest so he hit them with a copy of Gibbons' Decline and Fall of the Roman Empire. 'Cobbry-Wobbry' now lives comfortably in Littlehampton-on-sea where he receives no less than five state pensions.



After New York, the streets of Littlehampton-on-Sea were rather tame. Everybody went to bed at 10 o'clock, and woke up at 8.30 am in time for the first funeral of the day. It was that kind of town.

Join us next month when we discuss David Bowie's back catalogue and the fate of furry green caterpillars.

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Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners receive three free games! All letters win a YS badge!

Welcome once more to the Letters pages. This month Norman Tebbit's Dead Serious Corner is taken over by a question of costs, Doodlebugs slams into Games Master and elsewhere we've got aliens, fanzines and an extremely nasty best friend.

BERUSKA! BERUSKA!

I am writing in to you about the Polish PD demo featured on the cover tape of your August edition.

I have sat in front of my +3 for some time replaying *Beruska*. After a while I came up with this idea: I think that the ladybird is called Beruska, he has a cough. When the man asks, "Beruska, what's wrong?" Beruska coughs so the man pats him on the back. Then he smiles when he stops Beruska's coughing. But he has squashed him.

Ian Howshall
Ferndown, Dorset

Jon thinks that the man asks Beruska to do his trick and then claps rather too enthusiastically at the end – thus killing him. I think we'd all agree that the overcoated man doesn't actually mean to kill Beruska, we also agree that the ladybird is called Beruska. But I think that Beruska is a she, I've never heard tell of a male ladybird.

Whatever the method of Beruska's death, it's very sad. Ladybirds don't seem to be very lucky creatures. Just think about it, the only thing that ladybirds are famous for is 'Ladybird, ladybird, fly away home. Your house is on fire and your children have gone.' Oh, and they eat greenfly too. Yuck! **Ed.**

GAME IDEA

I have an idea for a pocket game. It is called *Fire Wolf*. I would like to know where to send my idea to.

Jason Omotye
London

DOODLEBUGS



The ubiquitous Richard Swann pops up for, I think, the first time in Doodlebugs with *Games Bast*. We showed it to Neil Southwest and he wasn't half as amused as Jon Pillar was! To complete your entertainment quota, we've got the equally ubiquitous Upton Jazz. This month: *Poke 'Er Arma* and *Your Sink Hair*. Hmmm!









STAR LETTER

MARKING TIME
So somebody has written in to say that Stuart Campbell should give re-releases higher marks, eh?

What a chortlesome statement that is! For their information, it is the original games companies that need people's support – not games that are already available from their full-price releases. With the huge amount of Spectrum budget software that is currently on sale, gamers need to be able to pick out the quality from the pap.

If the YS reviewers feel intimidated into giving games good reviews no matter what their personal opinion of them, then their credibility will evaporate. Stuart gives good reviews to good games (*Midnight Resistance*, *Puzznic* etc) and low marks to poor games (*Golden Axe*, *TheSpy Who Loved Me* etc). I for one agree with virtually everything he says.

I mean, for Clive Sinclair's sake, what if a reviewer gives all games high marks? Some unsuspecting Spec-chum goes out and buys *Zoids* or *Viz* and discovers it's crap, gets completely disillusioned with the whole Spectrum scene, buys a console and that's another one who has moved away from the Speccy. Is that what the person who complained about Stuart wants?

Changing the subject, thanks for the excellent games and programs you have put on the recent covertapes. I for one think you should cover Spectrum PD in more depth, but Jon forgot to mention your own Tim Kemp's adventure PD library. (I'll bet he's chuffed!)

Finally, I'd just like to say that I reckon you'll make an excellent Ed. So keep up the good work. And tell Jon Pillar to stop writing overly smug and clever screenshot captions that aren't funny. Please. Keep your feet on the ground and keep reaching for the stars!

Crikey Bike
Farnborough, Hampshire

I'm so glad that somebody has written this letter. Personally, I trust Stuart's reviews implicitly and it's good to know that some of you agree with me. What we always try to do with our reviews in YS is make them consistent. When Stuart, for example, gives a game a good mark you know that it's a game worth having. Here at YS we try to give people good guidelines as to what's worth buying and what isn't. Games are a luxury item and a lot of people don't have money to waste. I'm not saying that you lot should only buy what we tell you to, cos obviously some people might love, say, Golden Axe. *(Like me and Rich Pelley.) I know we can't please everyone, but we can have a darn good try.* **Ed.**

If you're really keen to get anywhere in the software business then you're going to have to be incredibly pushy, and able to cope with rejection letters. In YS we print the phone numbers of companies in reviews and previews. All these companies deal with other formats, as well as the Speccy. Give them a call, talk to the receptionist and s/he'll put you through to the right department. You never know, you could be a millionaire by this time next year. On the other hand... **Ed.**

INTERGALACTIC DISHARMONY
I have had a rather incredible crisis that I think you should hear about. Are you sitting comfortably? Good, then I'll begin. The whole sorry state of affairs started two years ago when a spaceship landed in my back garden. A little alien called Bob popped his head out and, ever since that, we've been best friends.

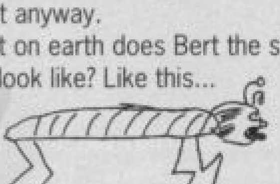
We swapped Speccy games all the time and he came down whenever his dad let him use the saucer. We had a great time 'til one day the Intergalactic Army found out he'd befriended a human and ordered him to be killed. They found him at my house and started taking pot shots at him with really big guns. They came in and wrecked the house, and all my Speccy games were zapped. I would be most grateful if you could send me some games to play with whilst I await some new ones.

Andrew Mitchell
Whickam, Newcastle-upon-Tyne

Your story is indeed a very sad thing, but these kinda things always end in tears. I should know cos I too once had a friend who was a space alien. Nobody believed me either. My space alien friend died a horrible and extremely messy death. (Lots of green mucus everywhere!) What you don't tell us in your letter is what happened to Bob when the Intergalactic Army burst in. Is he dead? If he is, then you should still be in mourning and you shouldn't be playing on your Speccy. If Bob is still alive, then why don't you just get some games off him? **Ed.**

BERT ALERT
I wish to congratulate you on the games *Dark Star* and *Mission Omega* on your June covertape. *Mission Omega* was especially groovesome! Please keep this standard of Mag 7 games up. As for your radical reviews, they are groovesome too. By the way, did you ever review *Final Fight*? I thought it was a bit cheesey. It was only worth about 70°. Well, that's what I thought anyway.

What on earth does Bert the stick insect look like? Like this...



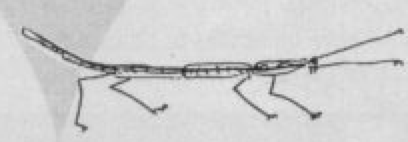
Or this...



Russel McLean
Gateside, Fife

I think the covertape's been looking pretty spanky of late too.

Final Fight was indeed reviewed by James Leach back in October 1991. It got 77°, so a mere 7° more than you'd award it. As for Bert, I'm afraid he looks nothing like either of your representations. He looks more like this...



Isn't he completely lovely? You'll all be glad to hear that Bert has moved house this month. He's now got a smart des res rather than a tall sweet jar. He's got an airy fish tank with a roof that he's very fond of walking along. **Ed.**

THE WRITE WAY
I am trying to write a fanzine called Speccy Fanatic. Could you tell me what you need? I'll send you the first mag to see what you think.

W D Barratt
Offerton, Stockport

YS did an article on how to write a fanzine back in issue 66. (See Back Issues on page 57.) There are nine points to bear in mind. These are...
1. *Choose a name (which you've done).*
2. *Specialise.*
3. *Choose a style to write and present the whole fanzine in.*
4. *Get the games in to review.*
5. *Sort out a way of using pictures.*

SOYA PICO



Get mellow, get sorted, get Soya-ed!

Soya's in an extremely mellow mood this month. Well, she was before you lot started teasing her!

Wow! One of you lovely people wrote in and said I looked like one of Jethro Tull. I used to be called Jethro at school, but that was because all the girls thought I was like Jethro in the Beverley Hillbillies. That thought made me very depressed and I spilt some stir-fried pulses on the cactus. It wilted visibly.

Ah well, at least there's always your letters to look forward to. Here's one...

Dear Soya,
You and your kaftan, eh? You make a good pair! What, if any, effect do you think Dadaism has had on contemporary Burmese culture?
Yours,
David Sweeney

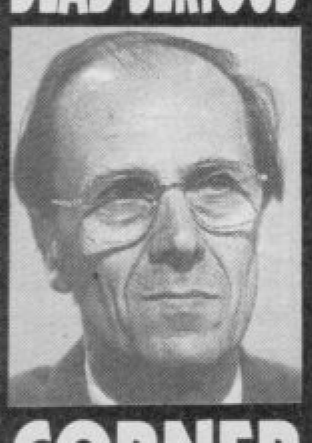
May your hair grow, even in death, David. Your question about Dadaism is really, like, interesting, man. As you probably know, the Dadaists had a, like, amazing influence on the surrealists. In Burma, where I stopped off a few years ago, I didn't come across any Dadaist temples. That would have been completely mindblowing.

Next letter? Ah, here it is...

Dear Ms Soya,
This is your vet, Mr Withell, here and I regret to tell you that your pet chihuahua has had to be put down. You get to keep the eyes. Maybe you'll want to dissect them.
Yours,
Mr Withell

Ohmilentils, what is this? I haven't got a chihuahua, I've never had one, I don't even like them, maybe it's, like, some weirdo who's got hold of my address. What if this freako meatball sends me the eyes? I can feel all those stir-fried pulses gasping for air...

NORMAN TEBBIT'S DEAD SERIOUS CORNER



JUMP! JUMP!

I have noticed that our favourite magazine, YS, has jumped from £1.95 to £2.50 in just a few months. I know you are going to say that this is because of falling sales, but this will probably put off a lot of people with other machines as well as a Speccy from buying YS, and so cut sales even further.

So ease off the price rises for a while please. Also how about giving us readers an assembler and doing a tutorial on how to use it?

Brian Abbo
Dunvant, Swansea

MORE MONEY MATTERS

I am writing to you to complain about the terrible price of your magazine. I mean, come on – £2.50! It might not seem a lot to you, but I only get £5 a month and I really don't want to spend half of it on just one magazine. I have to save some of my money and then there's sweets and birthdays.

I have been reading YS for nearly two years and I used to think it was good value for money. If you don't cut the price down or improve the games I will be forced to stop reading YS.

Leon Wood
Fairwater, Cardiff

I know it sounds like a complete cop-out but the price situation really is out of our control. A few months ago, when a price increase was suggested the YS team weren't exactly into the idea. But it was to no avail, the powers that be had decided that it was a perfectly reasonable price increase.

The main argument that's used in favour of the rise in cover price is that you are actually getting your money back on the covertape. The two big games would cost you £3.99 apiece if you had to buy them. And that's assuming that these games are available at budget prices. **Ed.**

(Look for Multifaces, Alphacom or ZX printers. See Inny Outy.)
6 *Type it all out. (Tasword on the Speccy's probably your best bet.)*
7 *Design the page.*
8 *Get it printed – unless it's a tape- or diskzine. Photocopying's the cheapest method.*
9 *Sell it.*

Simple or what? **Ed.**

RIP IT UP

I lent my best friend (or ex-best friend) my YS 71 because he wanted to try out *Turtles: The Coin-op*. A week later he told me to give him a copy of *Turtles: The Coin-op* or he would tear up my YS and keep the tape. I don't own the game, so he tore up my YS. I enclose as many pages as I could collect.

Please, please, please can you send me a new copy of YS 71 with the *Turtles: The Coin-op* tape?

David Dixon
Rainham, Kent

What a complete and utter horror! We haven't actually got any copies of ish 71 lying around but I'll see if I can nick one off Andy O when he's not looking. We're all on your side here, David! **Ed.**

LOST SLUG

In recent issues of your magazine I have seen several games reviewed or previewed, but they never seem to be in the shops!

One example was your preview of *Steg*. It was in the April issue and you said it would be released in March. Then, on the contents page of your June and July issues it said it was reviewed inside. I turned to the right pages, but I found *The Gary Lineker Collection* one month and *Astroball* another month. And it's still not in the shops nearly four months after you said it would be. Where on earth is it?

I have found this to be true of other games too. Please can you explain the reason for this? It is a bit confusing!

Apart from this, I think that YS is a great magazine. Especially the covertapes, which I think are good value for money.

Lee Platts
Kimberworth, Rotherham

You have to remember that we get a lot of games before they hit the shops, and also that companies may have problems with distribution. If you can't find a game in a shop, try ringing the software company. They can probably tell you whether or not any of the shops in your area stock their games. Steg is a bit different, it was meant to be finished when we said, but the programmer's hiding in a cupboard somewhere. We keep ringing up the Codies to see if it's ready yet and Richard Eddy still hasn't been able to find the chap responsible. He was around long enough to make up a demo of the game which SU had on their covertape, and he sent us screenshots for our preview. But, like you, we're still eagerly awaiting the full game.

The reason Steg was on the contents page is that we thought it was coming in. So we put space aside for it and then had to fill it with something else. **Ed.**

TRAINSPOTTERS



DEADLY DUBIOUS

Please, please would you consider giving me a couple of Trainspotters for finding some mistakes in your superb magazine (issue 79). The first is that there was no address to send the Gary Lineker head compo to. Secondly, a mistake that may be dubious but is definitely unfashionable. Instead of 'Phwoar!', it should have been 'Schwing!' (on page 3). Finally, on the Haylp! page there is a K on the right for no reason at all.

The Stubbington Soldier
Stubbington, Hampshire

Trainspotters are for mistakes in content, not style. So you can have one for the K and the lack of address on the compo. I'm afraid the other one is, as you so rightly note, dubious. **Ed.**

WHOLE LOTTA LOVE?

In your July ish someone wrote in the frisbee bit, "... long enough to catch a whole". A whole what? A whole can of Pledge? Also, on the next page you wrote, "and everyone askd..." No need to explain that one. By the way, stick insects make great paintbrushes.

Graham Cowie
Aberdeen

Haven't you got any imagination, or common sense? From the sentence before "...long enough to catch a whole" it was obvious that the last word was movie. Wasn't it? And 'askd' was just Hutch putting on a crap northern accent. It doesn't work very well in print. But you're right, they definitely look like mistakes, have a Trainspotter.

I can't imagine Bert as a paintbrush, he's very hard. I thought he might go all soft if he was wet so I poured a bit of water on him. It didn't seem to make any difference. **Ed.**

TRAIN IN VAIN

I've been reading YS for about 15 million years or so, and in that time I've noticed at least a billion mistakes. I hereby and forthwith, henceforth and forthbridge, claim not a Trainspotter but a whole train. I want one of those green ones like Ivor the Engine.

Herman Herman
Bromley, Kent

I'm afraid that this is the best I can do. I hope it's enough! **Ed.**

SMALL PRINT



Is the surreality of music the key to psychological happiness?

Robin Lewis, Long Marston, North Yorkshire

No, it's the cause of much pain and confusion. **Ed.**

I am a pirate. You know, one of those absolutely brill people who is brill at pushing people off planks and talking about rum.

T J Yellowbeard, HMS Speccy, Linton, Cambridgeshire

I'm a Spec-chum. You know, one of those absolutely brill people who is brill at spouting complete and utter nonsense. **Ed.**

John Major is a very interesting and informative man.

Poochie

And that Steve Davis is ever so lively once he gets going. **Ed.**

Tsk, tsk, tsk! We cannot have postboxes like timeshares.

Joseph and his Technicolour Dreamcoat, Copnor, Portsmouth

I think they look quite smart actually. **Ed.**



POP

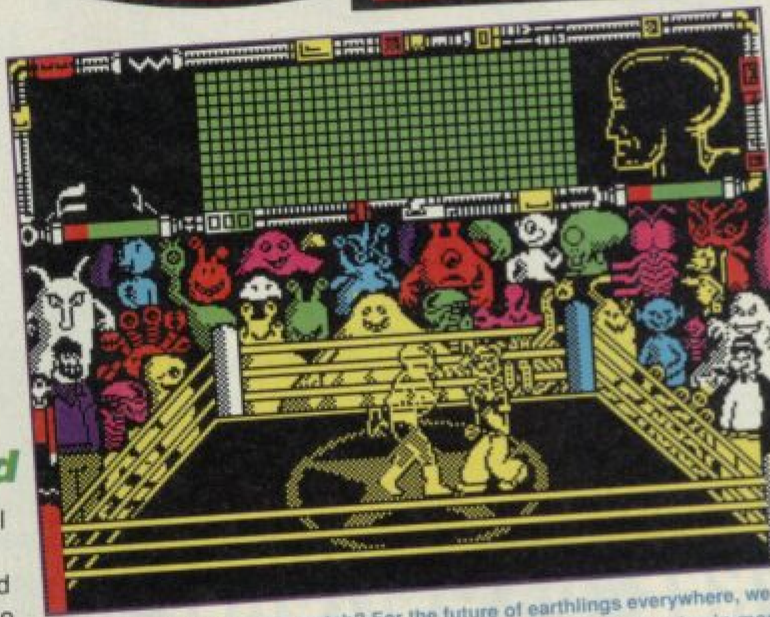
Alternative
☎ 0977 797777

Linda Barker's got a bit of a soft spot for sweet old gents, and she makes a mean spinach and ricotta lasagne. So when we heard that Popeye was making a surprise appearance in Sheffield and that one of us had to go and see him, Linda was the obvious choice. We handed over her flowery bag and shooed her off to the station.

Outside my Intercity 125, the English countryside blurred past and the cows were lying down, preparing for a wet spell. Despite the weather, I immersed myself in summer sounds and flipped through the Satisfying Spinach Dietary Handbook. It's American and it's got the most amazing recipes in it. How does spinach and maple syrup fondue with chocolate croutons grab you? And, for dessert, caramelized spinach pancakes with apricot sauce? Hmmm! Americans, as a nation, are quite odd. Their cookbooks are full of the most fat-laden, sugar-encrusted meals I've ever seen. This makes it très strange that one of their national heroes eats a well-balanced diet and actually enjoys his greens.

After Birmingham, fed up with sweet things to do with spinach, I delved through my bag for another bit of research – The Illustrated History of Popeye. I thought I should be able to conduct a well-informed and witty interview with my subject. Time to read...

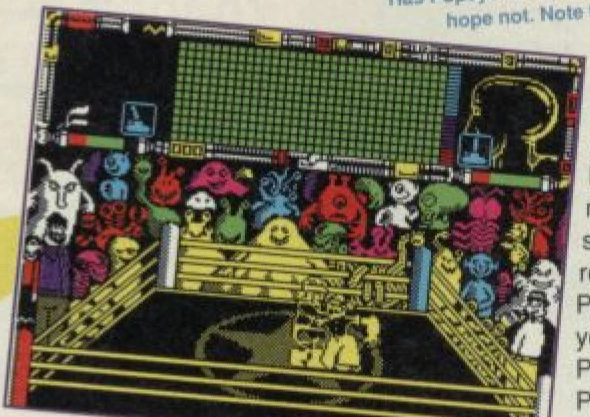
...Ah, Sheffield. My stop. I jumped into a cab and the seemingly simple request to "Take me to Bizarre, my good man," resulted in confusion. "You know, where Popeye is." The cab sped off, moments later I found myself about to meet a man who is notoriously difficult to interview. Once, when asked to sum up his life and career, Popeye replied, "I yam what I yam an' tha's all I yam." Enigmatic, or rude? I was about to find out.



Has Popeye finally met his match? For the future of earthlings everywhere, we hope not. Note the cunning ploy that Popeye's adopted - the pipe-in-mouth routine confuses those aliens everytime.

Spinach-fisted

Standing outside number 14, I adjusted my smile and knocked. No answer. I opened the door and peered round. No one there. "Ah, you must be Linda." Behind me stood someone I didn't recognise. It wasn't Popeye, he was too young. "Are you Swee' Pea?" I asked. "No, I'm Paul – the programmer, I mean the manager. Yeah, that's it, I'm Popeye's manager. He's waiting in room 16. You can talk to him and then me and the other prog... the, erm, management committee will take you to the pu... to lunch. Yep, that's it. You talk to Popeye and then we'll do lunch. He's in here." Daintily, I tripped into the presence of the great man. He looked up from a large mug and stated, somewhat defensively, "I yam what I yam, lady." Well, I suppose it was as good a place to start as any.



Oh no! Plasmatic shadow man has got our Pops in a shady kinda headlock. Come on Olive, throw the man some spinach before it's too late. Blimey, girls eh? Can't live with 'em, can't live with 'em. Ahem.



"Ah, so you say. But who exactly is Popeye? Can we start at the beginning? Now, you first appeared on the big screen in 1933, with Betty Boop. Do you remember much about that?"

"Of course I do. My mind isn't going yet, little miss. Ah, Betty – now there was a woman. They don't make 'em like that anymore. That Mary Monroe wasn't a patch on Betty. It's like that song, 'Where she's narrow, she's narrow as an arrow. And she's broad where a broad should be broad.' What a dame!"

"From there it was uphill all the way. Soon you, Olive, Swee' Pea, Bluto and Wimpy all became household names. Especially Wimpy, they even







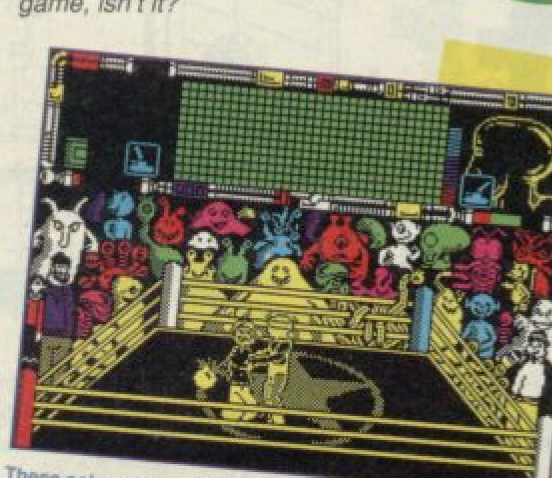
EYE 3

named a burger chain after him..."
"I'd like to stop you right there, missy. What's a burger chain, eh? Do they sell spinach? No, and d'you know why? Cos it's too darn good. Burgers, pah!"
"I'm sorry, I didn't mean to upset you. Everybody knows who you are, I mean – this is your third game, isn't it?

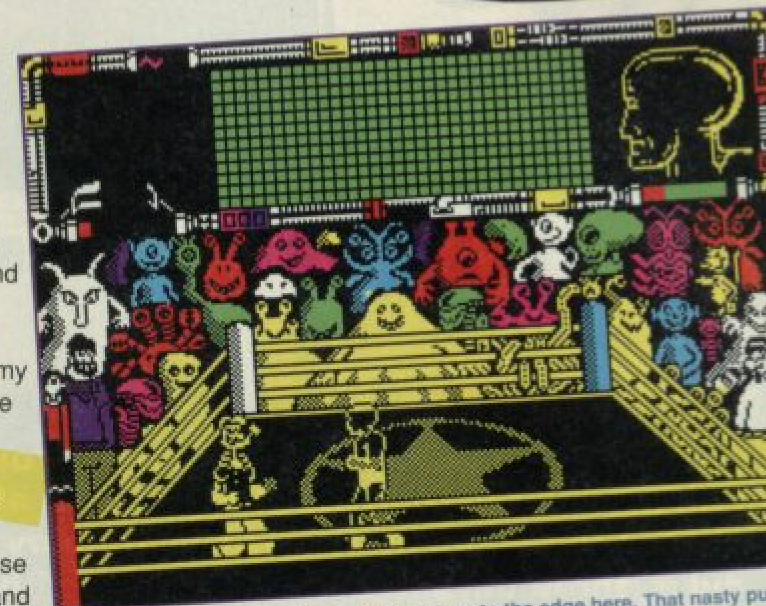


"Ahem, a spinach sailor star – that's what I yam. It's a great game, little lady. Y'see, I yam a national hero and the aliens look down on earth and they see me. They watch my feats of strength and figure that I must be a pretty important kind of guy. A national institution, that's me. Ha ha!

Anyways, my pretty, these aliens are called Kraggs and they're looking to take over the universe. They arrange this huge great wrestling contest to see which planets are weak and which are as strong as a mainstay. Due to my immense strength and dashing good looks, ahem, I am earth's representative. All I gotta do is win my five matches, and the universe is saved. Peasy!"



These solar wrestling matches are dead exclusive. Y'see the little blue guy near Wimpy, the one with the ears and the grin? Well, he owns the universal rights to Krunchy Kolob bars. They're very popular on Saturn.



Pops is a bit close to the edge here. That nasty purple blob next to Bluto has got a stash of bombs up his abdomen. If he decides to throw one in the ring, Popeye's going td have to move pretty sharpish.



"Easy, are you sure? I've heard that some of the other aliens are really mean. And if the contest takes place on another planet, a planet where gravity is much stronger than on earth, it might get quite difficult. Mightn't it?"
"Aye, might! That's what it's all about, and I yam mighty."
"Yes, I suppose you are. How much spinach will you eat before each match?"
"Well, I'll have me usual pre-fight spinach omelette and then, while I'm busy yammering them aliens, Wimpy'll throw me the odd burger to keep my energy up. Good ol' Olive'll be chucking cans of spinach into the ring for me to catch. I'll need all my strength to bash them plasmatic, bloodless aliens and avoid the bombs. A home crowd can get very annoyed when their enemy's as good as I yam."
"What are the audience like?"
"Ah, you don't wanna gets mixed up with them sorts, my lovely. All colours of the rainbow they are with strange nozzles and pipes sticking outta their mugs. They sure is the ugliest bunch of landlubbers I've ever seen. And you should see the johnny foreigners I'm meant to be wrestling. Shadow men and dinosaurs and the like. Don't you worry though, I've got so many smart moves that I'll be able to bash the lot to blitherin' bits. Now I gotta get going, I've got an appointment. It's been charming meetin' ya. You take care now, li'l lady."

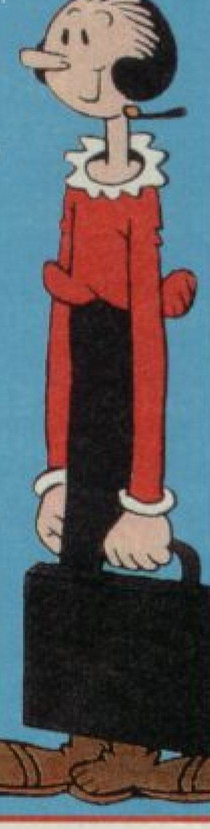
Bizarre Behaviour

Popeye left, and I forgot to get that spinach omelette recipe. Time to meet the programmers, methinks. Bizarre is made up of four people, a couple of whom have been programming for the last ten years. They certainly know their games, but how well do they know Popeye?
"He's an old misery guts and stinks the place out with his prawns and whelks. We'll be glad to see the back of him."
"How long's he been here?"
"Ages. He only came in so we could take some photos to draw his character from. He's just made himself at home. He even turned up at one of our gigs."
"You're in a band then?"
"Oh, yeah! Our ex-drummer was the ex-drummer of The Dylans. We're called Torq and we're really getting it together, d'you want to hear our demo tape?"

A few hours later after discussing the relative merits of Carter USM and Jonathan Richman, we retired to a local hostelry for lunch. Some time passed. And then a bit more time went by. After driving round Sheffield past all the important landmarks (the Leadmill, the Human League's recording studio and the best guitar shop in Sheff) it was back to the office where I saw bits of *Popeye 3*. It wasn't finished, but it was colourful and fun. Imagine *WWF* with grinning and grimacing aliens, better moves, clouds of fury, spinach and loads more laughs. Right, you've got a good idea of *Popeye 3*.



The Popeye Managemnet Team Inc (aka Bizarre) try out some new ideas for their next project. How about *Fireman Sam Rescues Daft Programmers from Playground Trauma*? Hmmm, maybe not.



FAX BOX

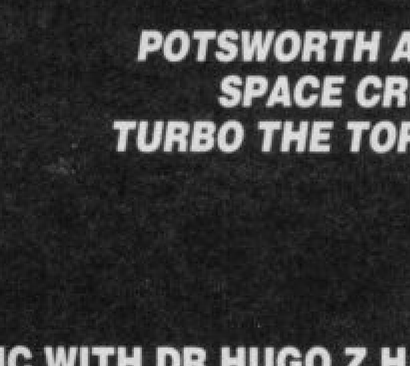
Game	*Popeye 3*
Publisher	Alternative
Programmers	Bizarre
Price	£3.99
Release date	September, 1992
Lunch	Cheese roll and salt 'n' vinegar crisps

YS hints 'n' tips TIPSHOP



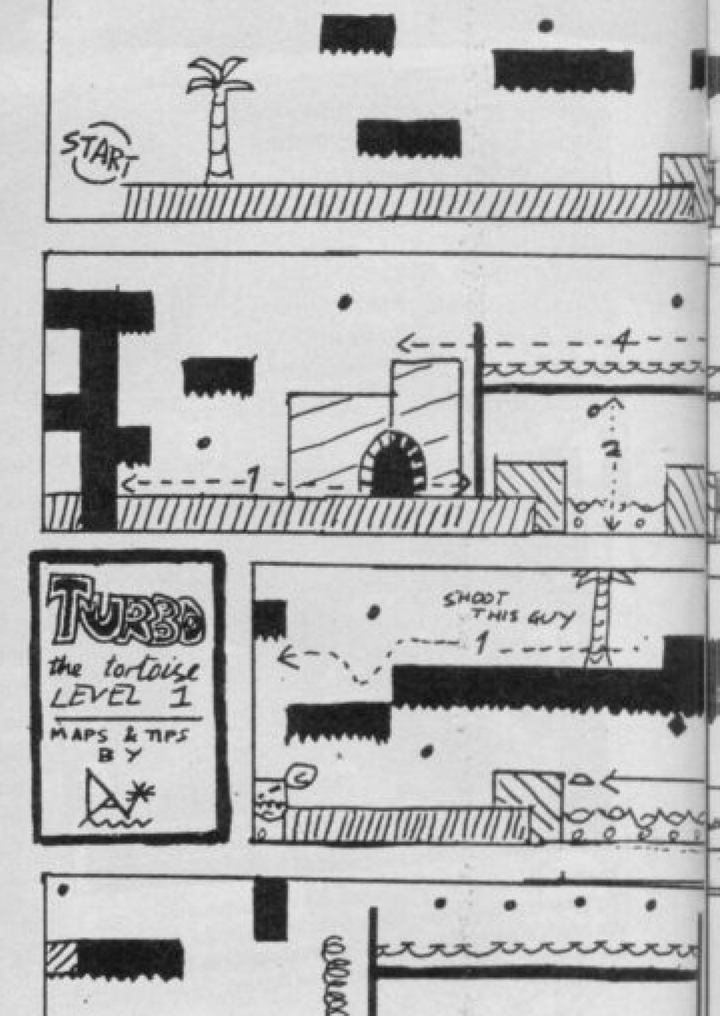
It's a new Linda that greets you today! You may not be able to tell from my photo but I'm all sun-kissed at the moment. It was Glastonbury what did it, three days in the blazing sun with no shade anywhere. Now that I've had a taste of the sun I can't wait to get some more! I'm trying desperately at the moment to see about getting to France . If I fail I can always go to Suffolk! If any of you lot are going anywhere exciting then send me a postcard. Even if you only go to Great Yarmouth, send me one of those tacky cards with little children or rabbits on them.

If you're holidaying in Bury St Edmunds, I might see you soon.



TURBO

So many of you sent in maps for this cover demo that I ha[d]



THE BONUS STAGE

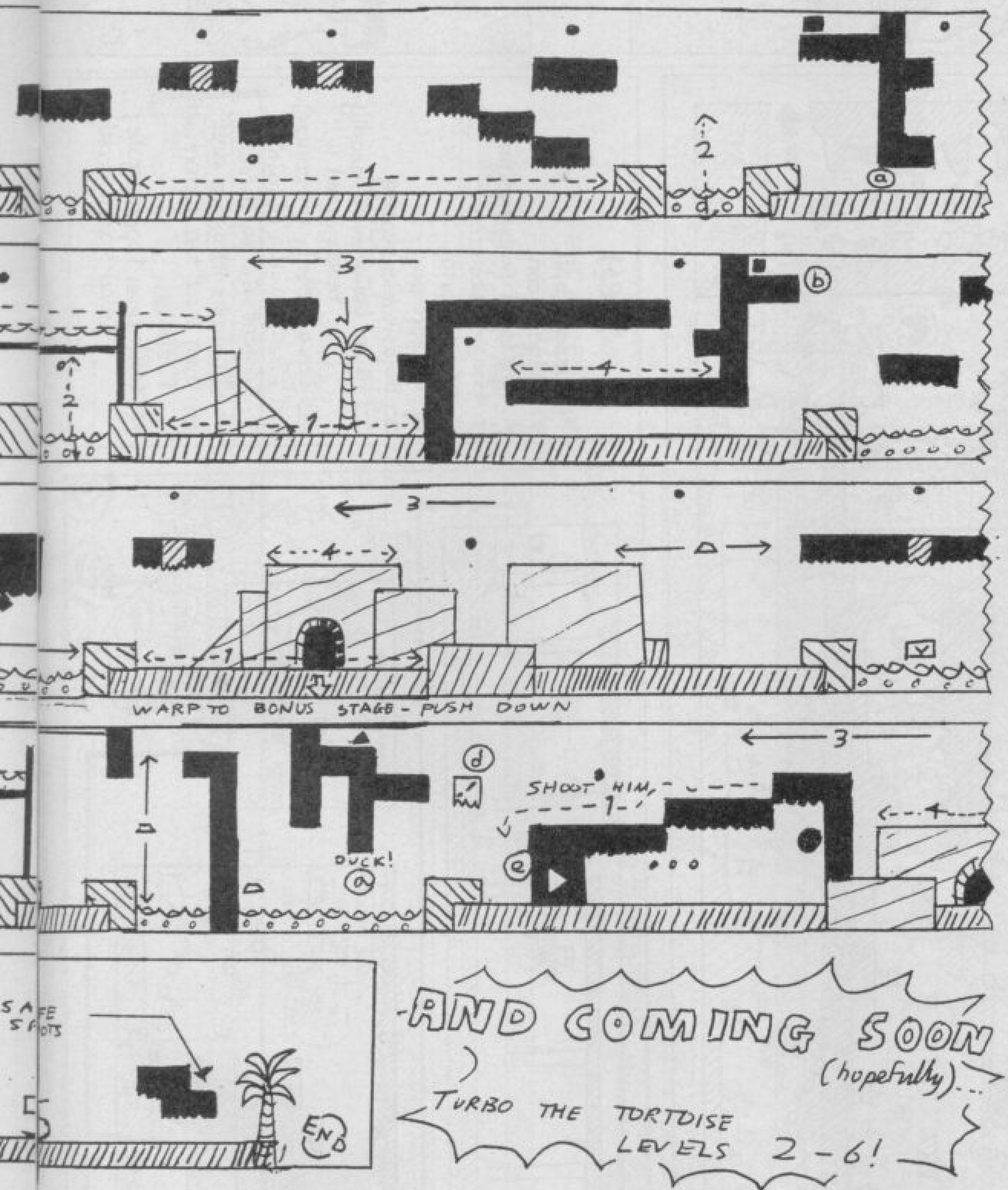
No map for this bit, cos it's so simple. Collect the twelve cherries and don't forget the extra energy. Leave by the door.

KEY to letters

a Duck here to continue.
b You can't land on this platform. Just jump as far as possible, you'll just clip the icon.
c Invisible block. Fall down, then duck and go right.
d Invisible block. Jump left twice to reach the icon. Shoot cavemen.
e Fake wall, just walk straight through.

D THE TORTOISE

I ha quite a job choosing which one to print. **Edmund Larden**'s written the tips and **Daniel McMahon** is the crayon wielder.



☆ *Turbo the Toroise* is a tricky game for the inexperienced so hold down TURBO on the options screen to get immunity. Use this to learn how to play the game.

☆ If you're on a level for the first time make sure you can always get away from a nasty as it might take two hits.

☆ There is a bonus level on each level. It's usually a dip in the floor

☆ You can carry the springs of Level Four (Medaeval) so bounce up to the bonus level.

☆To carry, press fire on rock-spring.

☆ There are tonnes of invisible platforms and lifts.

KEY to the enemies



Cavemen
Bounce on their heads to kill them. Don't waste shots on them (except where the map tells you to).



Tribbles
You can't kill them, so just jump over them.



Pterodactyls
Again, they can't be killled. Avoid them and their eggs. They drop their load just right of centre.



Baby dinos
Two hits to make them extinct. It's easiest to shoot them.



Mutha dino
This is the end-of-level guardian. It's possible to shoot her, but don't risk it. Jump square on her head, not her body. She takes about six hits to kill. Avoid her shots.

KEY to blocks and stuff

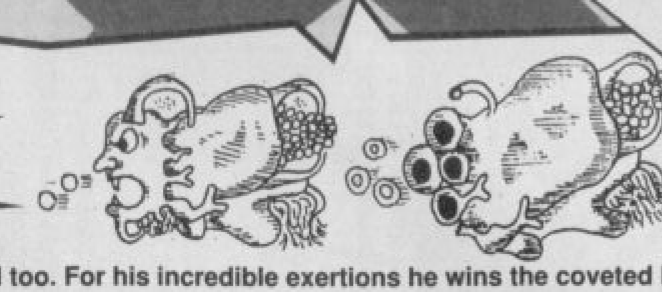
- Solid blocks etc.
- These blocks collapse when touched.
- Invisible block.
- Sinking block.
- Sharp rocks, these hurt.
- Fake wall, walk straight through.
- Lift and path. Some will not start unless touched.
- Whirlwind and invisible lift.
- Imposing doorway, it does nothing. (Good, eh?)
- Secret warp, push down to enter.

KEY to pick ups .....

• = CHERRY. 250 pts.
■ = TEN SHOTS Actual appearance
♦ = EXTRA ENERGY. " "
▲ = INVINCIBILITY. " "
● = EXTRA LIFE. " "

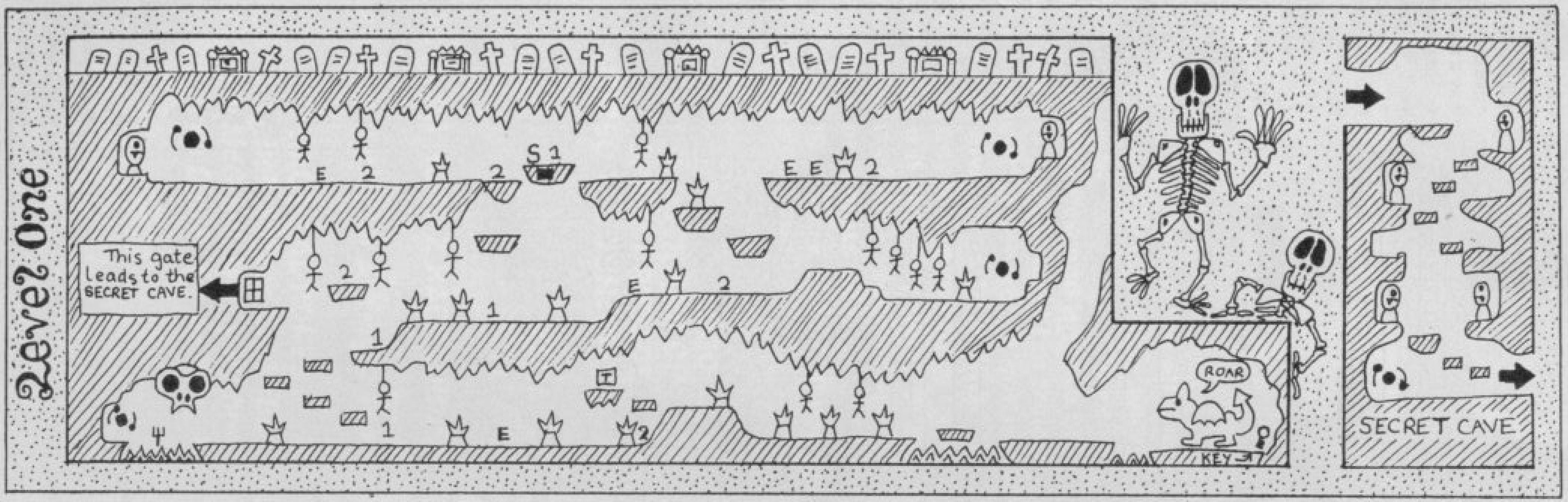
Spiffy or what?! Thanks to Edmund and Daniel for that.

MYTH



MEGAMAP

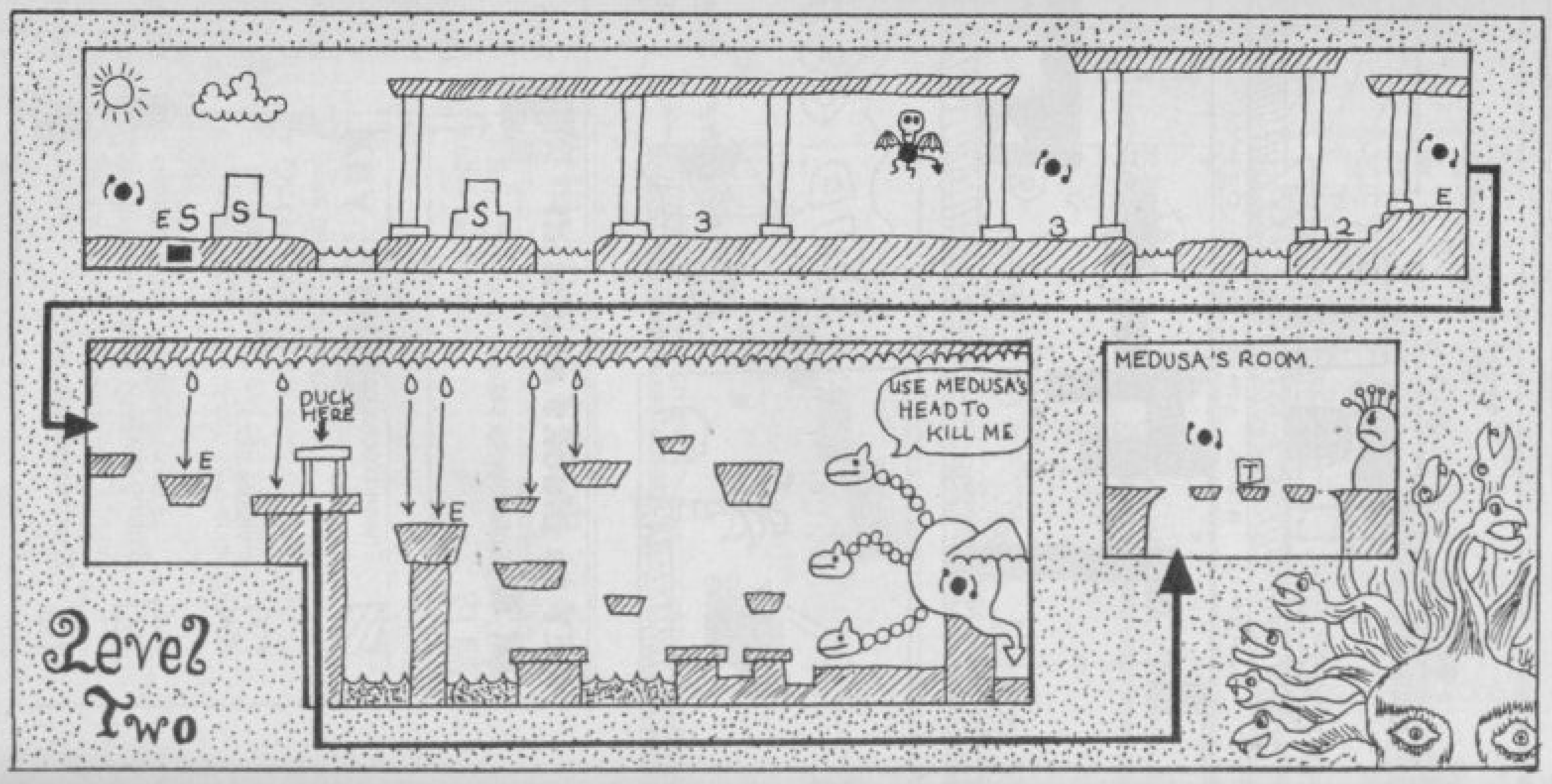
Myth is obviously a big fave with all you Spec-chums. **Robert Challis** has mapped the whole thing and tipped it all too. For his incredible exertions he wins the coveted Megamap and Tip O' The Month awards. Hurrah!



HOW TO KILL DAMERON (in 4 easy steps).

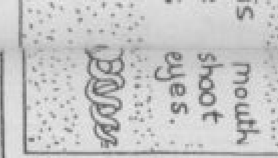


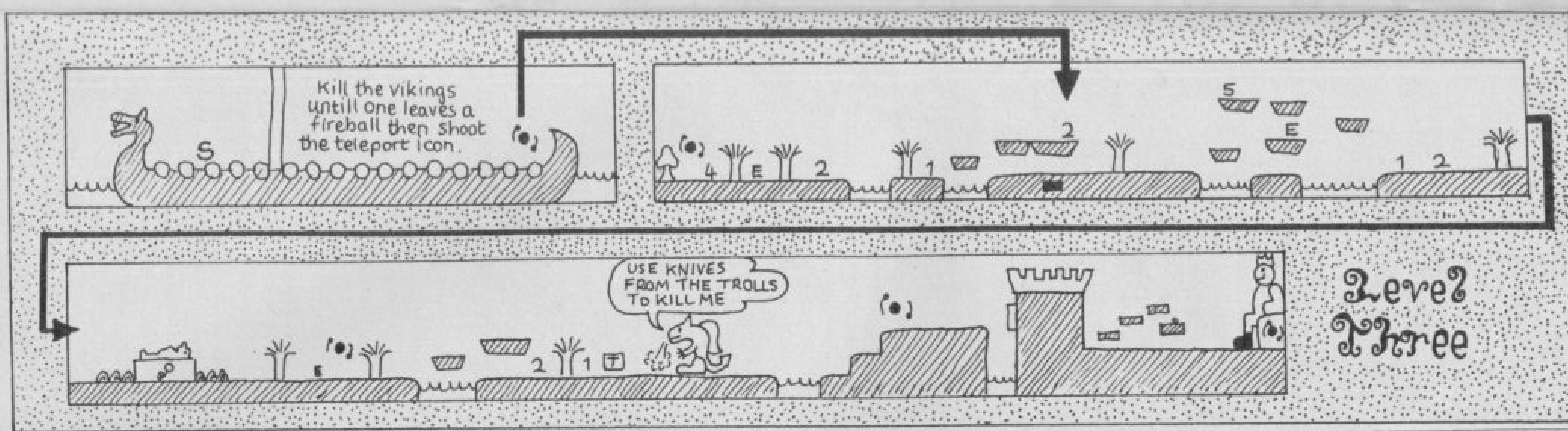




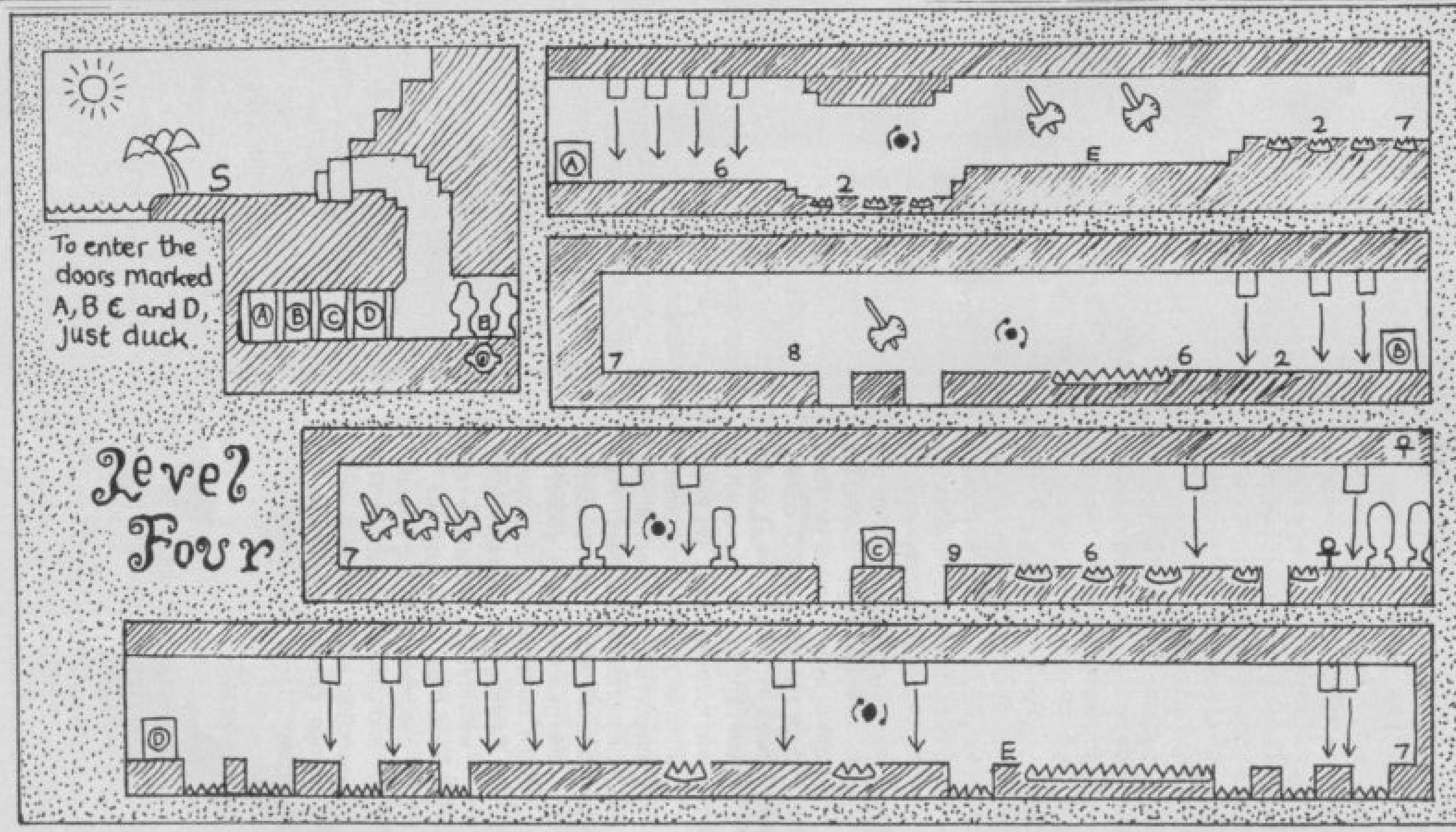
Key

- Teleport ball
- Teleport icon.
- Fire spitting gargoyle.
- Hanging skeleton.
- Mini volcano.
- Teleport pad.
- Smashable statue.
- Water (safe: level 2 deadly: levels 3 and 4)
- Lava: deadly (of course).
- Fire: deadly (again).
- Trident: Get by throwing 10 skulls into fire and then shoot the demon with fireballs.
- Key: Level 1 opens gate; Level 3 opens castle.





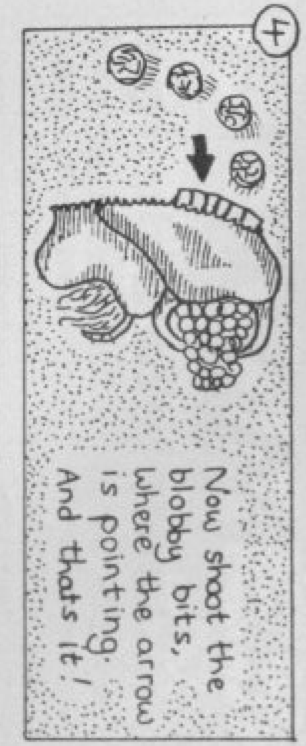


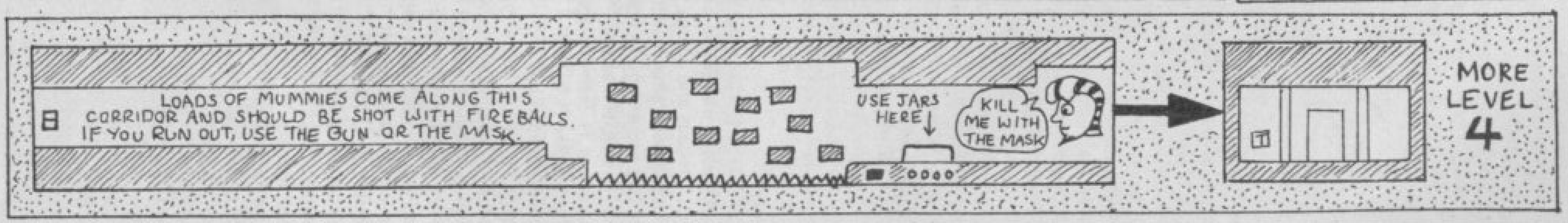


Key (PART 2)

- (eye symbol) Egyptian teleport (takes you to point 'B')
- E Energy
- 1 Invulnerability icon
- 2 Fireball icon
- 3 Dove
- 4 Lightening bolt
- 5 Magic scroll
- 6 Gun
- 7 Canopic jar
- 8 Eyeball icon
- 9 Mask icon
- ☥ Ankh (restores lives if used under Ankh symbol)
- Acid drops
- Falling blocks.
- Spikes
- Swinging axe.
- S Start of level.

Anything else is either scenery or a massive bad guy.





TIP O' THE MONTH

MYTH

Complete solution

Level One

Get heart and fireballs, L, shoot hanging skeletons, get fireballs and shoot skeletons that appear. Collect ten skulls. L, stand under teleport ball and shoot gargoyle, collect teleport ball (by shooting it 'til it drops), Rx2, shoot hanging skeleton, R, collect energy and fireballs.

R, go close to gargoyle as possible and when it isn't firing jump up and shoot it. Collect teleport ball, L, collect energy, L, D, R, shoot hanging skeletons, R, collect teleport balls, Lx2, shoot hanging skeleton, collect fireballs and energy. L, shoot hanging skeleton, collect heart, L, shoot hanging skeletons, collect fireballls and heart, D, L.

Throw ten skulls into fire (not too quickly), shoot demon, collect trident and teleport ball, R, shoot hanging skeleton, collect heart, R, collect energy, R, collect fireballs, R, shoot hanging skeletons, Rx2 and kill dragon with trident. Get key, L x5, U, use key on gate, L, use heart, Dx2, collect teleport ball, R, D, Rx2, collect teleport icon, Lx2, U, Rx3, U, Lx2 and use teleport icon on teleport pad.

Level Two

Shoot spirits, get teleport ball, smash statue with sword, collect fireballs and energy, R, collect fireballs, smash statue, take bag and energy, R, collect dove, R, wait 'til creature disappears. R, collect teleport ball and dove, R, collect fireballs, teleport ball and energy. R, duck in doorway, kill Medusa by moving as close to her as possible (use shield to protect you) and cut off her head with sword. Select bag icon, collect head, collect teleport ball, L, Rx3.

Shoot Hydra with Medusa's head, Lx2, D, R, collect fireballs, R, shoot Hydra's heads with Medusa's head and collect teleport ball. Lx2, U, L, duck in doorway, collect teleport icon, Lx7 and use teleport icon on teleport pad.

Level Three

Kill vikings for fireball icon, Rx2, collect teleport ball, transport to land. Shoot trolls and collect knives for later use. Collect fireballs, L, collect heart and fireballs. Use heart to protect you from spirits. L, collect energy and lightning bolt, collect teleport ball, Rx3, collect energy, R, L, collect magic scroll, R, collect heart and fireballs. R, use scroll, collect key from under tomb, R, collect teleport ball and energy, R, collect fireballs, R, collect heart, kill dragon with knives. R, collect teleport ball, R, use key to open castle, R, shoot big bloke with the lightning bolts and collect teleport ball.

Lx3, collect teleport icon, Lx6 and use teleport icon on teleport pad.

Level Three

R, to pyramid, shoot door with gun, R, D. There are four spaces on the left side of the screen divided by pillars. Ducking in these spaces gets you into a new room. If low on lives, duck into C first. Rooms are full of traps and this solution assumes that you can avoid them (the map shows you where they are). Here's the solution...

Enter A, collect gun, R, collect fireballs and teleport ball, R, get energy, R, collect fireballs and jar. Lx3, duck into exit, enter B, collect fireballs, L, collect gun, shoot teleport ball to cover spikes and collect it. L, collect eye, L, collect jar, Rx3, duck into exit, enter C, collect mask, R, collect gun, R, collect ankh and use it under ankh on wall to restore lives. Do this as often as you like. Lx3, collect teleport ball, L, collect jar, Rx2, duck under exit, enter D, Rx2, collect teleport ball, R, collect energy if needed, R, collect jar, Lx4, duck into exit. Use eye on flashing eye, kill mummies with fireballs or gun (try not to use mask), Rx4, use jars, R, use mask to kill big Egyptian and collect teleport ball. R, collect teleport icon, duck under doorway, L and use teleport icon on teleport pad.

Level Five

See map for a detailed guide. Task completed. History is restored and Dameron is banished.

Phew! That's *Myth* sorted then. I'm just going to take a quick break, these long solutions are hell to type in!

THE YS CLINIC WITH



DR HUGO Z HACKENBUSH

Got a gamesnag? See a specialist!

Well, this is a fine state of affairs. After two months in jail, on the first day I get out I go to the opera for a relaxing evening with Nurse Brittenhouse, and you lot turn up. Can't a man get a moment's peace? Don't you realise that I need a break from all this once in a while? Do you appreciate just how much pressure I'm under? Okay, we'll do the problems here. Double the usual rate, of course. And someone tell that fat woman down there to stop that yodelling. Can't hear myself think.

KNIGHT TYME

It's okay, she's thrown herself off some battlements. That's better. Where were we? Oh yes. **Edward Sykes** and **Daniel Pedley** have come galloping to the rescue of Paul Spillar, who was very stuck right at the beginning of this game. If someone could just climb out of this expensive box to give them some room... thankyou. Take it away, boys. "To make the ID card, take the film from Gordon and get the camera. Give them both to Klink and take off the cloak of invisibility, then command Klink to help. He'll take your photo. Take this, and use the glue that S3E3 is holding to make the card." Thanks, fellows. Now... "To fix the transporter, get the tankard and the starmap by dropping the advertisement and standing on top of it. Give both items to Gordon, move the ship to Starbase One and command him to help." Well, that was unexpected but very welcome. Moving on... "If you want to take the laser from Klink, you'll have to rewrite the game. You can't do it, and you don't need to anyway." Thankyou. Now get out. Okay, you others can get back in the box now. What? Well, they should have held onto something more substantial than the curtains.

DARK STAR

Hallo, I thought she fell off a castle. And she's started singing again. This is intolerable. Someone pass me that carafe of water. There. Maybe that's taught her a lesson. Just a pity the carafe slipped out of my hands as well. But I digress. Lisa Howett wanted to know how to steer the Liar once it landed on a planet. Several people have written in with the answer, but I can't be bothered finding their names. All you have to do is crank the ship up to full speed and turn hard left or hard right until the compass arrow changes direction.

AU SECOURS!

Crikey Bike: "How do you complete the Bubble Machine sub-game in *Mickey Mouse*?"
'Eddie the Boy' Sykes: "What do you need the dynamite and the torch for, and how do you cast the Melt Granite spell? The game's *Stormbringer 48K* by the way."
Richard Swann: "How come I'm not in the Clinic this month?" But you are, Swann, you are.

APPLAUSE PLEASE

A lot of you have been taking advantage of my sweet and lovable nature. It seems that when I set Secret Word Competition No 2, I forgot to include the proviso that entrants must include a valid game tip with their submission. Consequently, people like Andrew Cain and Ian Deady just sent in lists of cheeses. (Deady, in fact, just photocopied the index of a history of cheese.) Such behaviour is unsporting and should be roundly condemned, if only because I didn't think of it first. The legitimate winner of the competition is Lawrence 'Lozza Wozza' Booth of High Wycombe. He only named thirteen cheeses, but he included the *Dark Star* steering tip. Well done Lozza Wozza, and commiserations on having such a stupid nickname. Okay, just time for Secret Word Competition No 3. It's a twelve-letter bacterium beginning with 'p' that lives in the respiratory tract and causes no end of bother. Remember to include some tips with your entry. Send the whole caboodle, or any other caboodles to me, Dr Hackenbush, at the YS Clinic, 30 Monmouth St, Bath BA1 2BW. They say the opera's not over until the fat lady sings. Well, she's sung for long enough. I'm going home. Say Nurse, care to share a cab? I'll ride and you pay. What? Well, I don't care if you are the manager, sir, you find your own cab. You could split the fare with that singer. Really? And the same to you.

PRACTICAL POKES

Once more into the breach, my son! And don't forget to take JON NORTH and his poking stick with you. He's over there by the coffee machine. (What a wastrel!)

An attack of deja-vu this month, with the return of that *Speedlock* multipoke I printed a couple of months ago. And (and!) a couple of recycled bits for a couple of recycled games. Let's go.

THE OBLIGATORY COCK-UP (OR TWO)

Without exception, every time a Multipoke gets published, there is something wrong with it, and the one in ish 79 is no exception. Line 20 should read 20 CLEAR 65535; there was a missing line, 25 LET t=0; line 60 should read 60 IF T< >17398 THEN PRINT "CHECK DATA": STOP; in the *Tapper* listing line 20 should read 20 CLEAR 6e4; line 30 should be line 330 and the last DATA item should be 999 not 99; in the *Pole Position* listing line 20 CLEAR 64800 was missing; and in the *Zaxxon* listing line 20 shouldn't be there. Oops!

A FEW MORE LITTLE BITS

These all give you infy lives in whatever game you're doing. Just add them to your (now bug-free) Multipoke from ish 79 and RUN the whole caboodle. Then play in your game tape from the beginning and all sorts of spook changes will be made to the game on your behalf. Thanks to the omnipresent **Richard Swann** from Camberley (whose Multipoke you're using, incidentally) for these.

YIE AR KUNG FU

```
330 DATA 26,6,105,2,177,251,0,
255, 189,253, 133,253,137,62,
183,50,147,115,
195,128,106,999
```

ALIEN

```
330 DATA 141,5,242,1,87,236,0,
250,21,238, 221,237,221,175,
50,24,202,62,201,50,172,173,
195,0,99,999
```

RIDDLER'S DEN

```
330 DATA 26,6,82,2,240,252,
248, 255, 0,255, 196,254,157,62,
24,50,124,116,195,8,107,999
```

BOUNTY BOB STRIKES BACK

```
20 CLEAR 65E3
330 DATA 26,6,105,2,184,253,
168,253,193,255,140,255,131,
33,79,253,34,28,91,195,0,91,175
,50,76,171,195,79,194,999
```

BUCK ROGERS

```
330 DATA 141,5,245,1,35,253,
240, 255,234, 254,169,254,
193,175,50,112,200,50,161,
246,195,76,204,999
```

MONTY PYTHON'S FLYING CIRCUS

Richard's final offering this month is this listing for immunity in what is perhaps the most surreal game of all time. Type this in exactly as printed (save it to tape for future use if you like) then RUN it and play in your game tape from the beginning.

```
10 REM MPFC by Richard
Swann
20 LET T=0: FOR F=3E4 TO
30091
30 READ A: POKE F,A: LET
T=T+A: NEXT F
40 IF T< >10676 THEN STOP
50 RANDOMIZE USR 3E4
60 DATA 33,62,117,17,70,91,
1,78
70 DATA 0,237,176,195,70,91,
221
80 DATA 33,198,235,17,72,19,62
90 DATA 255,55,205,86,5,48,241
100 DATA 62,183,50,255,254,
195
110 DATA 37,236,225,62,254,50
120 DATA 255,254,33,0,255,17,1
130 DATA 255,1,12,0,54,0,237
140 DATA 176,33,121,91,34,51
150 DATA 254,195,246,254,33,
130
160 DATA 91,34,110,254,195,93
170 DATA 254,33,139,91,34,159
180 DATA 163,195,0,91,33,10,
144
190 DATA 34,8,144,195,203,124
```

QUICKDRAW MCGRAW

And as a gentle run-up to my signing off, a little chunk of BASIC to bang in and get going for standard infy lives. Thanks to the infamously unanonymous trio from Lanarkshire, **Gerard Sweeney**, **Raymond Russell** and **Jamie Murray** for this.

```
10 REM QDMD by HA
20 LOAD ""CODE: LET A=65226
30 READ B: IF B=999 THEN
RANDOMIZE USR 65200
40 POKE A,B: LET A=A+1:
GOTO 30
50 DATA 175,50,189,96,50,43,
129,50,111, 129
60 DATA 50,170,137,50,216,137,
50,38,150
70 DATA 50,224,151,50,238,151
,50,176,169
80 DATA 50,97,171,50,116,
173,195,192,93, 999
```

I think it's about time I got some numbers of my own to stick on this month's Pokerama, so I'll stop printing yours and get on with it. Send and numbers you've found yourself to me, Jolly Jon Sandy, at PP, YS, 30 Monmouth Street, Bath, Avon BA1 2BW. Send a sae (that's self-adressed *and* stamped) if you want a reply to your letters, and if there's something you want to see on Pokerama, send me a copy of it (48K tapes only, please, and a suitable sae if you want them back). I'll see what I can do, 'til then – see you in the scrolly.

POTSWORTH AND CO

Here's Andrew Dean with just what you need to stop the grand Dozer.
On the title screen, hold down all the keys except 1 – 4 after selecting your controls. You should now be invincible. Don't press any keys such as EDIT or CAPS LOCK as they are selected from numbers.
You heard the man, don't touch those keys!

LOGO

This covergame was horrendously difficult yet a couple of you managed to complete it. Jon is convinced that only hackers could get right to the end, but I have more faith. Here are the entry codes and stuff from Graham and Claudia Neicho.

✧ Level Five – CODE ✧ Level 10 – GAME ✧ Level 15 – DISK ✧ Level 20 – HOME ✧ Level 25 – CALL ✧ Level 30 – MOON ✧ Level 35 – ROCK ✧ Level 40 – SLOT ✧ Level 45 – TEST ✧ Level 50 – EVIL ✧ Level 55 – GIFT ✧ Level 60 – KICK ✧ Level 65 – SAFE ✧ Level 70 – EXIT ✧ Level 75 – TREE ✧ Level 80 – WAVE ✧ Level 85 – YEAR ✧ Level 90 – ZERO ✧ Level 95 – LOVE

When you complete the final 100th screen you're given the final message: "Congratulations!!! It was the last level of this game and now you are the member of the organization Boss are waiting." After that a picture appears with a shadowy figure in a spotlight and another shadowy figure in front of him. This is accompanied by a rather good rendition of the music from The Godfather. Goodness knows why.

Jon says that it's cos they're Polish, and it's a well known fact that Polish programmers are completely mad.

SPACE CRUSADE

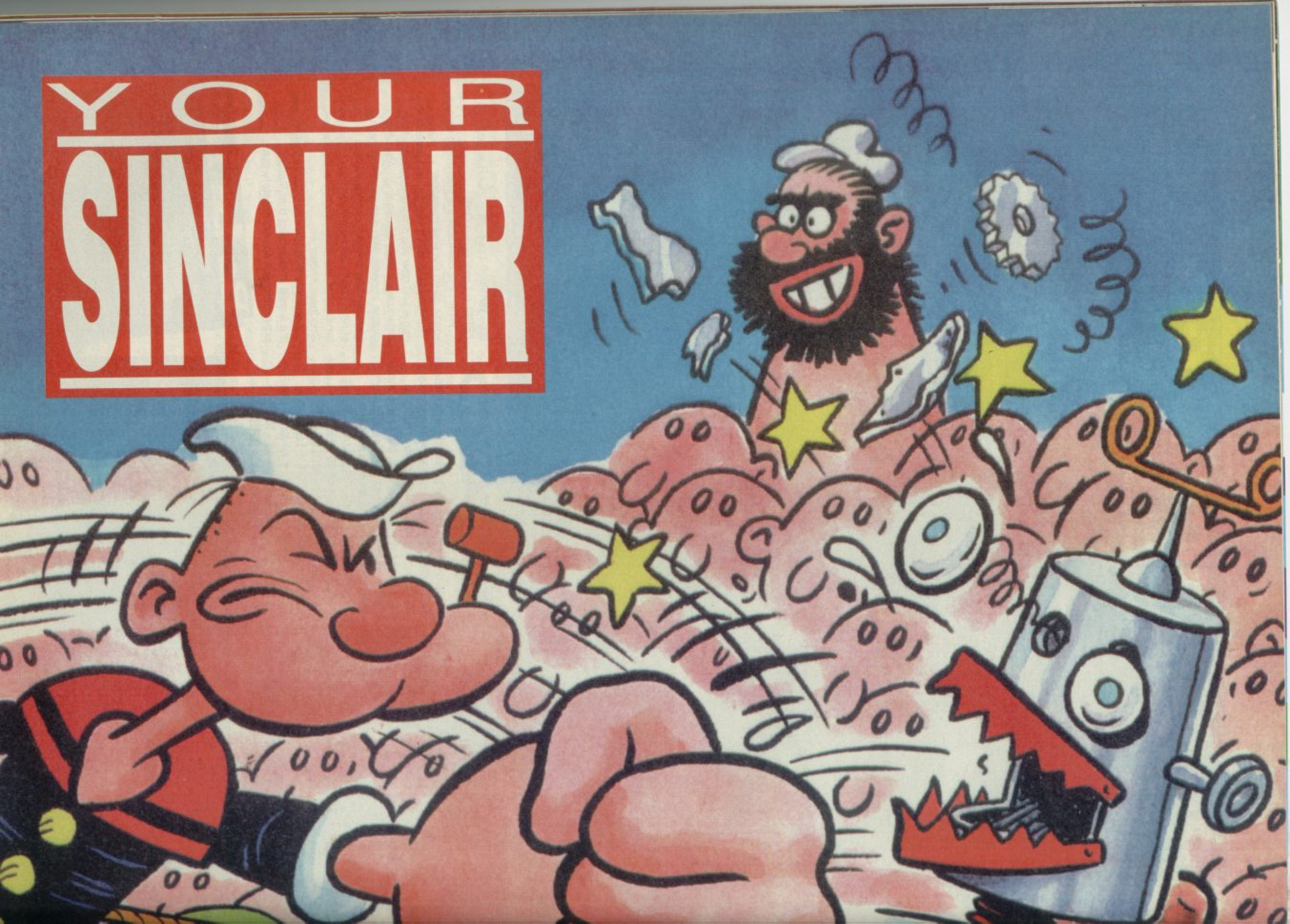
Matthew Collier has got a useful piece of info for Gremlin's Space Crusade. Just type in the codes and you're well away!

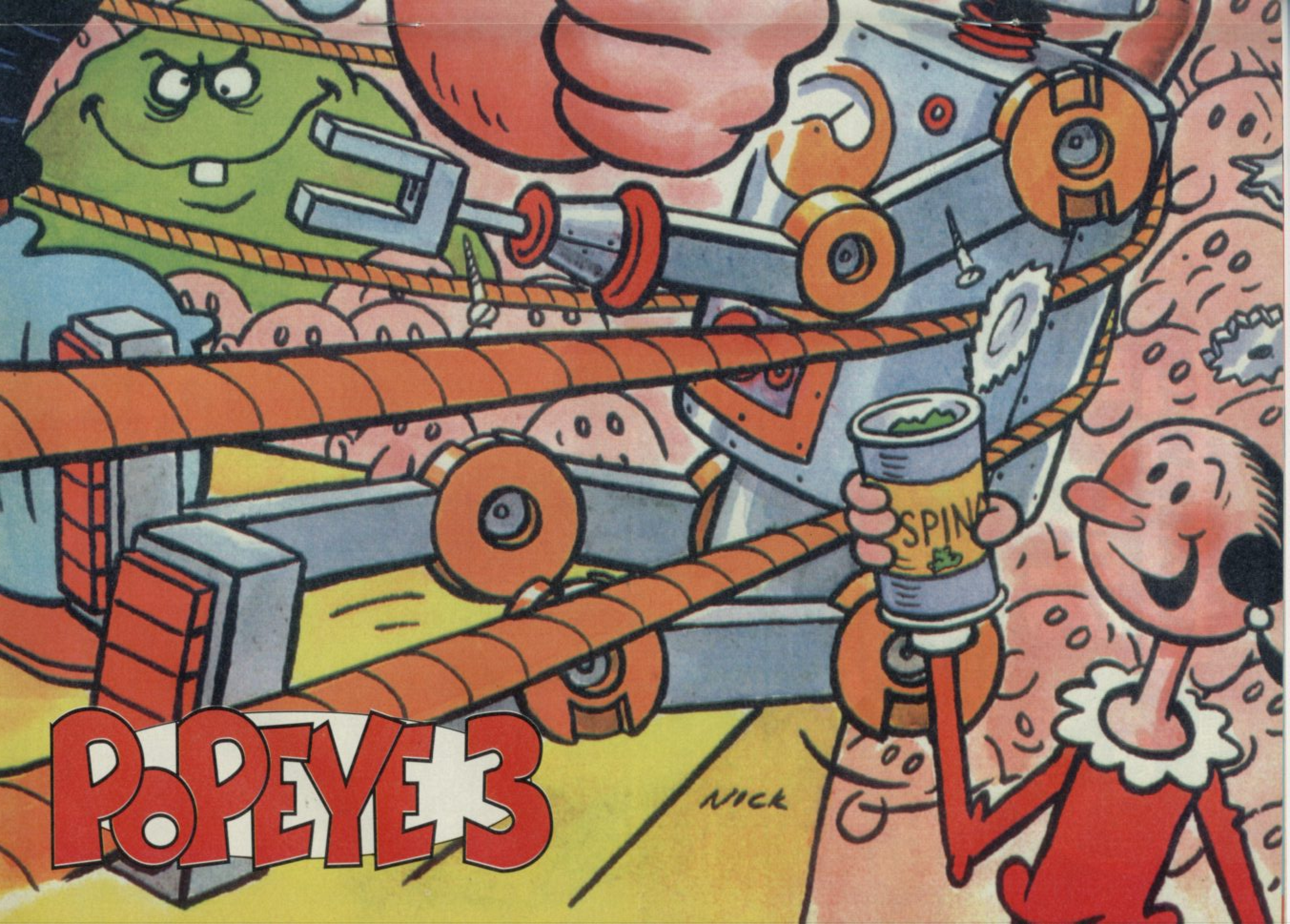
☆ Two honour badges: 6e6780020f0
☆ Three honour badges: 7451c8ffa4b
☆ Lieutenant Primus: 31971583112
☆ Lieutenant Primus 2HB: 94d1c8eba4b
☆ Lieutenant Primus 4HB: 2b5e15e0f1
☆ Lieutenant Senoris: 04f9c8eba4b
☆ Lieutenant Senoris 4HB: 5a4da0162f0
☆ Captain Primus: 2bdfe7cf033
☆ Captain Primus 4HB: e0ad2096def
☆ Captain Senoris 4HB: 3a665a8096c

Cheers, ears!

Ba ba ba!

And so another Tipshop draws to a close. I had loads of tips that I just couldn't fit in this month so I've already started on next month's feast of delights. But I'd still like some really smart maps. I'd also like Danny Beach and Michael Robinson to send me their addresses cos I've got some money for them. I can be found at 30 Monmouth Street, Bath, Avon BA1 2BW.


YOUR
SINCLAIR


POPEYE 3
SPIN
NICK

Got a problem? Get it solved! With

ADAM WARING

SPEC TEC



More cases of crafty and cunning computer crime solved in this month's Spec Tec!

It's that page again readers, where villains fear to tread, where the crime rate is a big fat zero and where niggly techie trubbs are kicked into touch.

And here I am – everyone's favourite mac-wearing super sleuth, Adam Waring (or Spec Tec to his friend).

That pointy-eared so-called super hero has taken the limelight. He's treading on my toes and I'm determined to put the winged rodent in his place (preferably a laboratory where they perform hideously horrible experiments on bat-like creatures).

So I've been tailing him. I'm determined to track him down to his secret hideout and expose him for what he really is. He'll be sorry he ever tangled with Spec Tec...!

BOOK 'IM

I have a little problem I want you to solve. I have looked everywhere but I cannot find a machine code book. Please could you give me an address of where I might be able to find a machine code book?

Daniel Goodhand
Wellington, Somerset

It ain't gonna be easy to track one down – you're gonna have to do a little detective work before you have any luck.

The problem is that most of the books you're looking for are out of print. You may be able to pick them up from bargain bins in bookshops though. Do a thorough check on all the shops in your area.

You could try giving Computer Manuals a ring to see if they have anything worth looking at. Call 'em on 021-706 1250.

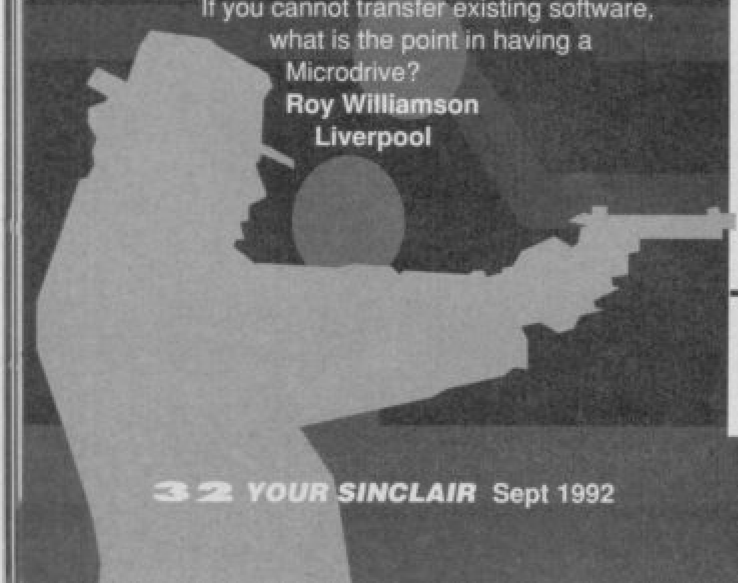
Alternatively, you could try and get hold of a non Speccy specific book. Programming The Z80 has all you need to know about programming this chip, though it can be a bit heavy going at times. It's by Rodney Zaks and published by Sybex. Again, Computer Manuals should be able to help you out. **Ad.**

DRIVING ME MAD

I have just bought a Microdrive to speed things up a bit. The thing is, I have no idea how to go about transferring my program from tape to Microdrive or from Microdrive to Microdrive, other than data files.

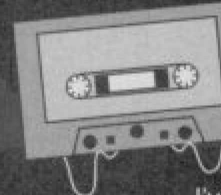
If you cannot transfer existing software, what is the point in having a Microdrive?

Roy Williamson
Liverpool



You can do it manually. BASIC programs can be loaded and then saved as normal. For CODE files you'll need to find out the start and length of the block of code.

A less hasslesome way of doing things is to get hold of a dedicated transfer package. Try Transpack 2 from Lerm Software which lets you transfer some of the more difficult programs to Microdrive too. It costs £11.99 and is available from Lerm, 11 Beaconsfield Close, Whiley Bay NE25 9UW. Tel 091-253 3615. **Ad.**



SOUND AS A POUND

I've managed to pick up a cheap Speccy (it's a Spectrum 128K, the one with the heat sink and no tape deck) and it's brill!

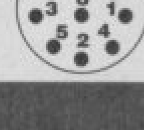
I've got a few extras like Interface 1 and Interface 2 and a Microdrive. The problem is that I need to link up the Speccy to a SCART monitor. I've got hold of a QL lead and that works fine but with absolutely no sound.

Can you tell me which pins on the Spectrum's RGB socket are for sound?

Dave Dawson
Peterlee, Durham

No trouble. Here's a diagram of the Speccy's RGB port for you. **Ad.**

PIN	SIGNAL
1	+12V
2	GND
3	audio out
4	composite sync
5	+12V
6	green
7	red
8	blue



RGB/PERITEL socket

It's a snip!

Those of you looking for spare Speccy parts, printer rolls, a Specdrum or even a new Speccy would do well looking into what Microsnips have to offer. They've also got tonnes of software, including stuff that's now deleted. Give them a call on 051 650 0500.

QUESTIONS, QUESTIONS

I am 10 and I enjoy programming. You see, there's something I don't understand. If I enter a question like this:

```
10 INPUT "Are you an android? (y or n)",q$
```

... can I get rid of the the speech marks, and do I have to press ENTER at the end?

Arieh Kovler
London



You can use the INPUT LINE command to get rid of the quotation marks, like this:

```
10 INPUT LINE "Are you an android? (y or n)",q$
```

However, you will still have to press ENTER before the computer will accept the string.

The INKEY$ command will scan the keyboard for a single keypress. However, if you don't press a key then it won't wait until you do. For this you have to write a little programette:

```
10 PRINT "Are you an android? (y or n)"
20 LET q$=INKEY$
30 IF q$="y" THEN GOTO 100
40 IF q$="n" THEN GOTO 200
50 GOTO 20
```

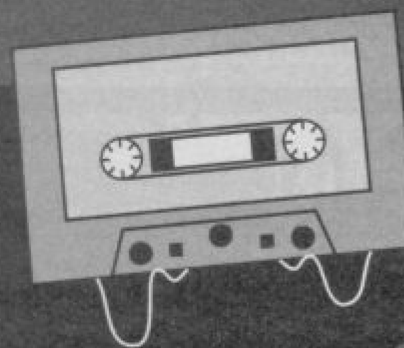
This will wait for you to press 'y' or 'n' in response to the question. If 'y' is pressed, then the program jumps to line 100. If 'n', then it will go to line 200.

And what is this unhealthy interest in androids? **Ad.**

HEX THERAPY

I am at present struggling to study a B-Tec National in micro Electronics which includes programming the Z80 in hex, using a Microprofessor tutor.

I was wondering if there was such a



program which would enable the 48K Spectrum to behave like the Microprofessor, so it would program in hex and hack around with the registers.
J L Main
Liverpool

A monitor program does whatever you want it to do. This lets you input and execute code in hex, alter and examine the register values, look at the computer's memory, and a lot more besides. It won't be identical to the Microprofessor system, but will achieve the same results and will, more than likely, be a darn sight easier to use.

Monitor programs are available from a number of suppliers, often as part of an assembler package — which lets you input code using Z80 mnemonics, even easier. One of the best is produced by Hisoft. Contact Hisoft on 0525 718181. **Ad.**

STICK AT IT

I am writing a drawing program and have got a wee bit stuck. Could you please give me the answer to this question? I can program the Sinclair joysticks for up, down, left and right movement, but how on earth do I program diagonal movements?
Richard Turnball
Walsall

Joysticks are a little tricky to read properly from BASIC, but it can be done. It's all to do with the nature of how they're read by the computer. The value of the joystick is read into one byte, the lowest five bits representing which contacts have been made. If a particular direction on the joystick has been pressed, then that bit will become a 0, otherwise it will be a 1.

Bytes and bits are easy to read in machine code (that is, if you understand machine code) because that is closer to the way the computer works. However, BASIC doesn't have any specific commands to examine individual bits. All this information is translated into decimal to make it easier for you to understand.

The lowest five bits make up the reading for the joystick port, so we have to isolate this part (the upper bits are used for other things and might get in the way).

Next we have to test the individual bits. The best way to do this is by testing whether the whole byte is greater than the value for the highest bit or not.

Finally, we must strip this bit off and then test the next bit in the row:

```
10 LET x=IN 61438: REM read joystick 1
20 LET x=(x/32-INT(x/32))*32:REM strip off unwanted bits
30 IF x/2=INT (x/2) THEN REM fire is pressed
40 LET x=INT(x/2):REM Strip unwanted bit
50 IF x/2=INT (x/2) THEN REM up is pressed
60 LET x=INT(x/2):REM Strip unwanted bit
70 IF x/2=INT (x/2) THEN REM we are pressing down
80 LET x=INT(x/2):REM Strip unwanted bit
90 IF x/2=INT (x/2) THEN REM right is pressed
100 LET x=INT(x/2):REM Strip unwanted bit
110 IF x/2=INT (x/2) THEN REM left is pressed
120 LET x=INT(x/2):REM Strip unwanted bit.
```

Ad.



CRACKED!

MAKING THE GRADE

I was reading the YS issue 76 Spec Tec column when you answered a question from Nick Wood. You said that there was no upgrade kit available to upgrade a 48K system to a 128K system, but there is! Video Vault offer one for just under £80. It includes a Kempston joystick interface, full sound channelling though your TV as well as a reset button, centronics printer port and 128K memory booster.

I hope this helps Nick and all the other people who have 16K or 48K Spectrums.
Mehul Lakhani
Erith, Kent

So, you think you can beat Spec Tec at his own game do you? Oh, you do. Fair enough, have a prize. **Ad**

THE BOTTOM LINE

I think I may have solved that common problem of hacking into a program to enter POKEs, or whatever.

When you successfully merge a protected program that you want to hack into, you often get 0 as a line number. No matter how many times you try, you cannot edit it.

But enter POKE 23756,1 and line number 0 will be changed to line 1 of the program.

This also works in reverse; if you want to protect the program's header then squeeze all the listing into one line number and type POKE 23756,0. Et voila, you will now not be able to edit your listing. *(Unless you poke it back to 1 again. You can't pull the wool over my eyes –* ***Ad****)*

I hope this helps anyone in need.
Ricardo Sarno
Amington, Staffs

Here's looking at you Ric, have a YS goodie bag for your trouble. **Ad.**

PLAY AWAY

I read with interest the letter about the reader who wanted to use his Yamaha PSS keyboard synthesiser thingy on his humble Speccy 128. Well, here are a few little hints that should help...

In the normal PLAY command you put a 'Y' then the channel number (1-16) where 16 activates the drums. Any fool knows that.

However, at the start of your program you should have a line that looks like this:

```
10 PLAY "ZchanZvoiceZchanZvoice"
```

Confused? Well, let me explain. Chan refers to the channel number you want and it works out like this: 'Z191+channel number' so if you wanted channel 1, for example, you would use 'Z192'. Geddit?

Voice simply refers to the voice which the channel is to be played on. For example, if, on my Yamaha PSS-480, I wanted a bass riff (that's voice 81) on channel 1, a piano bit (voice 25) on channel 2 and a violin bit (voice 10) on channel 3, it would look like this:

```
10 PLAY "Z192Z81Z193Z25Z194Z10"
20 LET a$="Y103NCcCcCcCc": REM bass
30 LET b$="Y205N9CCC": REM piano
40 LET c$="Y304N5CCCCC": REM violin
50 PLAY a$,b$,c$
```

Important: To get multi-voices, you must be in MIDI mode 99 or it will just play all of the channels in one voice! You should also be in mode 99 to have variable volumes.
Gerard Sweeny
Lesmahagow, Scotland

Thank you for the music. I think that deserves a round of applause. **Ad.**

YOU KNOW WHERE TO FIND ME

Ah, here he come now in that dirty great big fancy car of his – I bet it doesn't run on unleaded. I'll follow discreetly, a discreet distance behind and find out what he's really up to.

Hmm, he seems to be heading out of the city. I imagined his lair to be some kind of warehouse on the seedy side of town. Still, I've got a detective's nose. I'll keep on the trail until I find out what's really going on. Strange, he's disappeared into the cliff face. Ah what's this? A concealed cave. Of course! It all makes sense now! Only a real villain with a smart mind would be so clever. Be not as clever as Spec Tec! Just a minute – Batman's taking off his mask...

No! It can't be! Batman is really... is really... is... works on YS... it's (swoon)

Oh dear. It seems that Spec Tec has fainted from the shock of discovering Batman's true identity. Who can it be? There's only one way to find out. Tune in to next month's exciting episode of Spec Tec!

In the meantime, send all those terribly tricky techie teasers to **Spec Tec, YS, Future Publishing, 30 Monmouth St, Bath BA1 2BL.**



YS ADVENTURES



THE CURSE OF CALUTHA

By: Zenobi Software



Illustration by Anthony Colbert

Laurence Creighton's latest offering, *The Curse Of Calutha*, is a spooky text-only adventure that revolves around your search for the fabled treasures of the old mystic, Calutha. The treasure was stashed in the Caves of Lights and their location is well known, but no one has yet managed to penetrate deeper than the golden antechamber. Will you be the first to gaze upon Calutha's treasures?

Once again we have a two-part game (seems to be the norm nowadays) which really is a challenge. Laurence uses Gilsoft's *Quill* to construct all his games which means they lack sophistication. Still, they're full of problems from start to finish and I found myself getting stuck within the first ten or so moves. As *Quill*-ed games are limited to verb/noun input it's only a matter of time before you hit upon the right words. When you get used to the way Laurence structures his problems, you'll be okay.

Calutha is well programmed, crawling with problems, has a wealth of locations to explore and will keep you happily adventuring for ages. Some of the problems are old chestnuts (involving the use of a boat, trees, deep pits, blocked paths etc) that have been subtly re-worked so that even when you find a seemingly obvious use for some sensible looking object, you'll be surprised at what ultimate use Laurence has in store for it! Pay careful attention to the messages you get when anything remotely useful or unusual is examined and you'll usually receive a good enough clue to help out. Sometimes you need to combine clues from messages to work out what does what, and why.

Part Two is much tougher and more interesting. Once again problem solving is the name of the game, and you'll need to combine items and manipulate objects to make steady progress. Sound and screen effects punctuate the action and, on the whole, brighten things up.

The final analysis is that this is another solid and playable game with endless challenges and problems to overcome on your quest for the treasure of Calutha. Actually you really can't go wrong when choosing any game from the Cape Town Adventure Wizard, Laurence 'Quill-master' Creighton!

BLIM!

Calutha is actually a very common name in North Yorkshire. The leader of Skipton's Women's Institute is called Calutha Simmonds.

TEXT	■■■■■■□□□□
VALUE	■■■■■■■■□□
PERSONAL RATINGS	■■■■■■■■□□

TITLE: *The Curse of Calutha*
FROM: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX.
PRICE: £2.49 (tape) Cheques and PO's payable to Zenobi Software. Overseas customers add 50p postage per game or £1.00 per game for Air Mail.

THE WHITE FEATHER CLOAK

By: Zenobi Software

Borin the Bold has been kidnapped by the totally heinous renegade sorcerer Grimbal. The noble house of Borin is in ruins and his new bride, Princess Elsbeth, is cheesed off. It's a good job that you, Cedric, are a bit of an adventurous type and immediately step forward with a daring plan to rescue your old chum Borin. On your last adventurous escapade together, you cheekily snatched the white feather cloak with its many mystical powers from Grimbal's clutches. And what do you know? A ransom note has been delivered to the Gnome King (who lives but a couple of locations away) that reads: *'Gnome King, old thing, I have Borin the bore. Before you choke, give me the cloak or I'll give him what for... Yours in hate, Grimbal the Great.'* The swine. The cad! The bounder!





Sadly this Gnome King chappie seems to think that you have something to do with the kidnap plot and flings you into the deepest dungeon – and that's where the game more or less begins.

The White Feather Cloak is a two-parter which has three things going for it. First of all there's the great little graphics that appear on the top section of the screen – small yet perfectly formed! Secondly there's some superbly described locations and events for you to stumble across whilst chasing about looking for Borin. Thirdly there are some clever riddles to solve, and smart problems to overcome too. Progress in the game is made by answering riddles correctly and solving associated mini probs.

Fortunately the riddles are all pretty easy to work out so you should finish Part One and get the password to Part Two with no problems. Should you make it to Grimbal's lair then the fun and games really begin and the problems get tougher as you head towards the final confrontation.

What can I say? £1.99 for a golden, sweet and perilous two-parter full of wicked problems, great graphics, location text, riddles and verses is a barg!



TEXT
VALUE
PERSONAL RATINGS

TITLE: *The White Feather Cloak*
FROM: Zenobi Software
26 Spotland Tops,
Cutgate, Rochdale,
Lancashire OL12 7NX
PRICE: £1.99 (tape) Cheques etc payable to Zenobi Software. Overseas customers add 50p postage per game or £1.00 per game for Air Mail.

NEWS



○ Delbert The Hamster Software are re-releasing three classic adventures from Global Games. The titles are: *Castle Thade Revisited, Doctor Goo and the Samarons* and *Virus*. *Doctor Goo* has five parts, so value for money isn't in question there! *Castle Thade* was given 8/10 in a past YS review, though I'll definitely be having another look at it to see how well it has stood the test of time. All the games are £1.99 each on cassette, *Virus* is also available for £2.99 on +3 disk.

Other games from Delbert to look out for are *Brian and the Dishonest Politician* (cassette £2.49/disk £3.49) and *Delbert's Hamster-Wheel of Fortune* which is a compilation of four new games. (Cassette £2.99/disk £3.99) Orders to: S P Denyer, 9 Orchard Way, Flitwick, Bedfordshire MK45 1LF.

○ The Northern Underground are a new adventure company who have a couple of games already out and several more very promising sounding titles in the pipeline. What's more they're looking for new authors and will pay good royalties on games accepted for publication. They have a cheap introductory cassette compilation called the *Protect and Survive* bargain collection that retails for just 99p and is out now. The main game loads in three parts (Parts One and Two are on a single 128K load with Part Three being 48K) and you play the part of a time traveller trying to prevent a nuclear war between the US and the UK. The two bonus games are *Flight 191* which is all to do with discovering and diffusing bombs aboard a plane, and *Mouse-man* which sees you trying to prevent a bank robbery inside the realms of Megalopolis. (Not easy when you're a mouse!) You can get hold of more info on the activities of the Northern Underground by sending a sae. to: The Northern Underground. Top Floor, 17 Fisher Street, Carlisle, Cumbria. (Cheques and PO's payable to The Northern Underground.)

○ Finally, some good news for SAM Coupé owners. Zenobi are bringing out some of their classics on the SAM wonder machine. More details available from: John Wilson, Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX.



COUPON CORNER

COMPASS PLUS D DISK OFFER:

If you've got a Datel +D 3.5" disk drive hooked up to your Speccy then Compass Software want to give you ten of their 48K, graphic/text adventures on 3.5" disk for just £4.99. You get... *Project X The Microman, The 'O' Zone, Demon From The Darkside, The Golden Mask, The Devil's Hand, Shadows of the Past, The Hobble Hunter, The Micro Mutant, Intruder Alert* and *Invaders from Planet X.* Simply fill in the coupon and send it off.

TO:
Compass Software, 111 Mill Road, Cobholm Island, Great Yarmouth, Norfolk NR31 0BB.
Please send me ten adventures on disk.

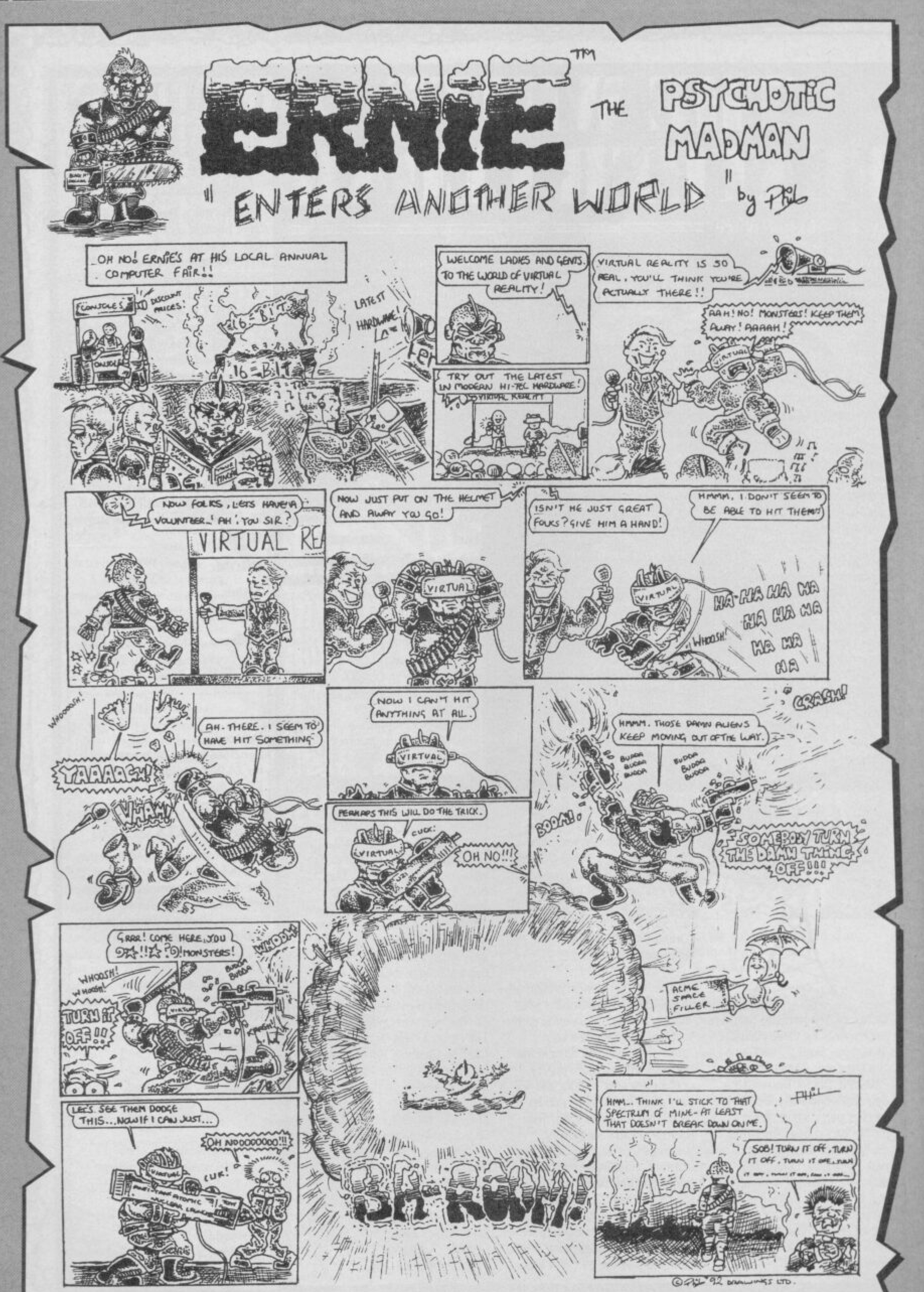
FROM:
Name.......................................
....
Address ....
....
....
....
Postcode ....
I enclose a cheque/postal order for £4.99 (outside UK add £1.00 for p&p).

BARE BONES SOLUTIONS BOOKLETS OFFER:

If it's solutions to popular games both old and new you're after then how about sending for the first three Bare Bones solution fanzines. Here's a chance to buy all three for just £3.50.

To:
L Mitchell, 10 Tavistock Street, Newland Avenue, Hull HU5 2LJ.
Please send me the first three issues of Bare Bones.

FROM:
Name.......................................
....
Address ....
....
....
....
Postcode ....
I enclose a cheque/postal order for £3.50.


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TRY OUT THE LATEST IN MODERN HI-TEC HARDWARE!
VIRTUAL REALITY
VIRTUAL REALITY IS SO REAL, YOU'LL THINK YOU'RE ACTUALLY THERE!!
AAH! NO! MONSTERS! KEEP THEM AWAY! AAAAH!
VIRTUAL
NOW FOLKS, LETS HAVE A VOLUNTEER. AH, YOU SIR?
VIRTUAL REA
NOW JUST PUT ON THE HELMET AND AWAY YOU GO!
VIRTUAL
ISN'T HE JUST GREAT FOLKS? GIVE HIM A HAND!
HMMM. I DON'T SEEM TO BE ABLE TO HIT THEM!
VIRTUAL
HA HA HA HA HA HA HA HA HA HA
WHOOSH!
WHOOOSH!
AH-THERE. I SEEM TO HAVE HIT SOMETHING
YAAAAGH!
WHAM!
NOW I CAN'T HIT ANYTHING AT ALL.
VIRTUAL
PERHAPS THIS WILL DO THE TRICK.
CLICK
VIRTUAL
OH NO!!!
CRASH!
HMMM. THOSE DAMN ALIENS KEEP MOVING OUT OF THE WAY.
BUDDA BUDDA BUDDA
BUDDA BUDDA BUDDA
BOOM!
SOMEBODY TURN THE DAMN THING OFF!!!
GRRR! COME HERE, YOU ⊙☆!!☆?⊙! MONSTERS!
WHOOSH!
WHOOSH!
WHOOSH!
BUDDA BUDDA
TURN IT OFF!!
ACME SPACE FILLER
LET'S SEE THEM DODGE THIS...NOW IF I CAN JUST...
OH NOOOOOOOO!!!
CLICK!
VIRTUAL
KA-BOOM!
HMM.. THINK I'LL STICK TO THAT SPECTRUM OF MINE- AT LEAST THAT DOESN'T BREAK DOWN ON ME.
SOB! TURN IT OFF, TURN IT OFF, TURN IT OFF, TURN
Phil
© Phil 92 DRAWINGS LTD.

WIN! WIN! WIN!

A top of the range Alba PTV9C portable television with clock radio! And! 25 copies of *Sleepwalker*!

WHAT YOU GET!

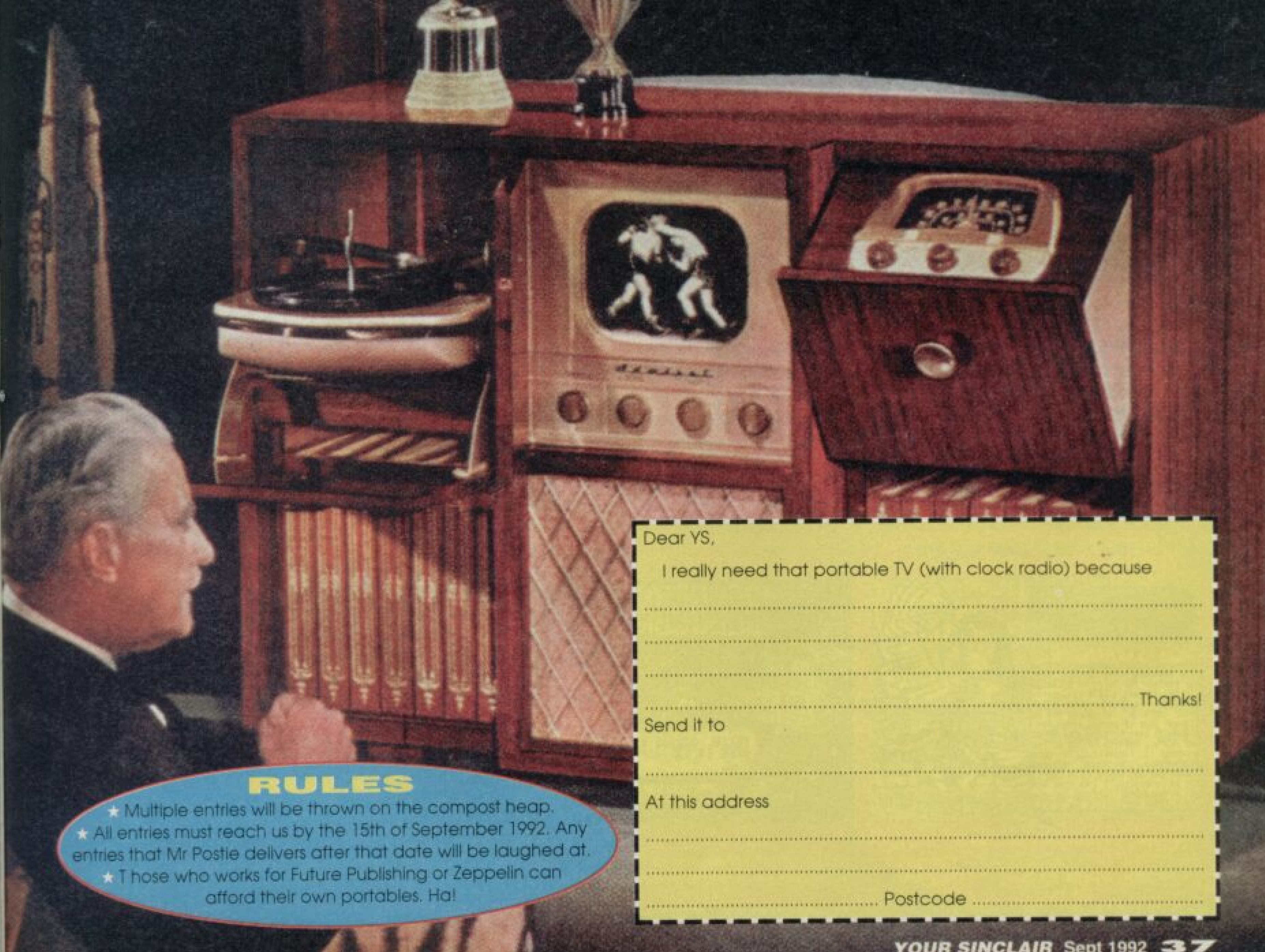
Well, take a peek at that telly. It looks a bit on the smart side, doesn't it Spec-chums? Just look at all those buttons and pressy things. Mmm! Actually, the real prize is a top of the range portable television with a clock radio attached. We just thought we'd have a little joke. (Ahem.) Zeppelin, as you probably know, have got a rather good game out at the moment. It's called *Sleepwalker* and there's a review of it on page 12 . It's a game where you have to stay awake which, with a portable TV (and clock radio), is a pleasure.

WHAT YOU CAN DO WITH IT!

Obviously you can wake up early and listen to the radio, but the feature that immediately grabs us is its portability. Just imagine lying in the sun with the grass tickling your nose. You lift your head slightly and into your field of vision walks the most amazing girl/boy that your eyes have ever had the joy of resting on. As s/he rushes past you can hear a slight muttering, 'Oh no, I'm going to miss Neighbours.' You jump up and offer this vision the use of your portable TV!

WHAT YOU HAVE TO DO!

If you had this ace prize, what would you do with it? If you can come up with an undeniably brilliant reason for why we should send you this portable TV (with clock radio) then write it down on the coupon. The most excellent reason will win the TV and there are 25 copies of *Sleepwalker* for the runners-up. Hurrah! Cut out the coupon, paste it onto the back of a postcard or envelope and send it off to *"I Need A Portable TV (With Clock Radio) More Than Anybody Else"* Compo, YS Compos, 29 Monmouth Street, Bath, Avon BA1 2DL. Make sure you post it before the 15th of September 1992 and then just sit back and wait... And wait... And wait.



Dear YS,

I really need that portable TV (with clock radio) because

....

....

....

.... Thanks!

Send it to

....

At this address

....

....

.... Postcode ....

RULES

★ Multiple entries will be thrown on the compost heap.
★ All entries must reach us by the 15th of September 1992. Any entries that Mr Postie delivers after that date will be laughed at.
★ T hose who works for Future Publishing or Zeppelin can afford their own portables. Ha!

SAM CENTRE

NEWS

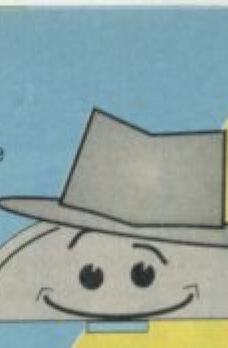
It's official – SAMCo has gone down. But! The Coupé lives on. Jon Pillar takes up the story...

SAMCo has gone into receivership. The company had been running a holding operation since February and recently attracted the attention of a major potential backer. Negotiations were proceeding well, but the anonymous investor had other commitments, and asked the company to wait before giving a final decision. On Wednesday 15th July SAMCo ran out of time and the company was put in the hands of the receivers.

The people who will be most severely affected by SAMCo's closure are those customers who have placed orders with the company. If you have sent money to SAMCo and are stll waiting for your goods, contact the receivers Stones Jones at 63 Walter Road, Swansea SA1 4PT.

The chances of a rescue package being put together for the Coupé are good. Firstly, the investor is reportedly still very interested in making the deal, despite the demise of SAMCo – hence the secrecy surrounding the negotiations. Secondly, the Coupé community itself is rallying around the machine. SAM Centre has heard that at least three companies will bid for the peripherals (such as Kaleidoscope and the Video Digitiser), while the INDUG user group is discussing plans for the computer itself with a group of businessmen here in the UK.

On the software front, there is little doubt that all the scheduled releases, such as *Waterworks*, *Plasmoid* and *Craft* will appear – the only question is, via whom. Expect some fierce bidding before the situation is resolved. Future releases seem assured – SAM Centre contacted



the major Coupé publishers, and all said they would continue to support the machine. Noesis will release the long-awaited platform game *Boing!* in autumn, with a top licence planned for Christmas. FRED Publishing will release *Parallax*, the MODE 4 shoot-'em-up, and the spelling checker utility *Spellmaster*, on 15th

ZINE SCENE

OUTLET 59

£3.50

It's a funny old world, as Socrates concluded after years of hard thinking. Here we are, deep in the deep bits of SAM Centre, and the Speccy pops up as unexpectedly as a green rhinoceros amid the croutons in a plate of warm soup. *Outlet*, y'see, is a multi-format mag. Not only is it available on SAM disk, but you can also get versions for the Speccy, on +D disk, +3 disk, Opus disk and (hurrah!) tape. And oh boy! are they spanky. (I can say this with some authority, cos the SAM version includes an option to switch into the Speccy presentation mode, or something.)

Outlet is actually more of a mag than most other, for want of a better phrase cos I've misplaced my thesaurus, mags. The menu system is really well thought out – there aren't any flash effects but you can skip through the mag with nary a care thanks to the splendid browse feature, and there are some splendid cartoons to head the various sections. It looks good, and gives *Outlet* a real identity (or something).

Content is also rather fine. The emphasis is firmly on the serious side of computing, but the programs, routines and (extremely opinionated) letters sections form an absorbing read. It's a lot like the computer mags of the mid 80s – meaty and involved. I've two complaints with *Outlet* – firstly, it tends to be pompous at times. There's a lot of sneery comments about 'comics' (ie, anything that isn't *Outlet*!) The second point is more important – every issue features a Page Three picture in the graphics section. Hmm, to put it politely. Still, provided this sad practice disappears pretty damn sharpish, I've no hesitation in recommending you scan a copy of *Outlet*.

★★★★☆

SAMDISK 9

£2.00

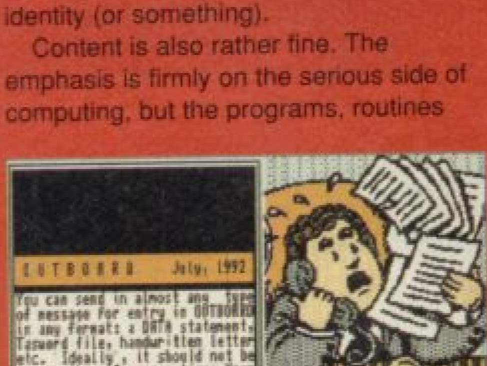
It's a mystery, isn't it, readers? I mean, at the risk of sounding like Ray Brooks, who by the way has never lived up to the promise shown in his exceptional Mr Benn voiceovers, just why is SAMDISK so good? It's not that the editorial is amazingly well-written (though I have to admit it more than occasionally has me convulsed with chuckles), nor are the contents fair bursting with vibrant and thrilling loveliness (although some of the BASIC games are shockingly good). Nope, it's ever so difficult to put your finger on the reason. But wait! Inspiration has struck. Of course – it's because of the presentation.

Pickasso, for it is he who hath produced this mag, is a bit of a genius when it comes to the painting pixels department. Every SAMDISK is squeezed full of fabby, characterful graphics. There's even a sponkadicious animated comic strip – The Adventures of 006.5 – which, erm, is pitifully unfunny, but which looks too good to resist.

Sadly, in the mag section itself, Pickasso seems to be having a spot of bother with the PALETTE command. In an attempt to conjure up inverted text, a tragically unreliable bit of code tends to leave the screen a large blob of white. You have to break into the program and change the offending line in order to read the editorial! It's a bit rum, chum.

However, the graphics have won me over. Shock, horror, a stunningly high mark based entirely on the fact that the mag's got terrific presentation. Well, I mean, what else can you buy with two pounds nowadays? Not even a copy of YS (hem hem). Far better to blow it gloriously on a spanky visual experience like SAMDISK 9 (or something).

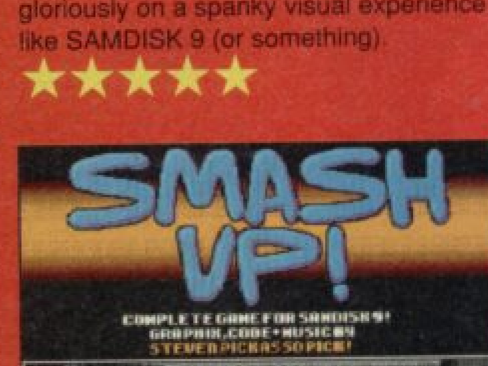
★★★★★



"Buy into Glibco at 47! Buy Limited Ltd at 16! Aargh! Sell everything! Oh hang on. I'm only an *Outlet* menu sub-heading, aren't I? Silly me."

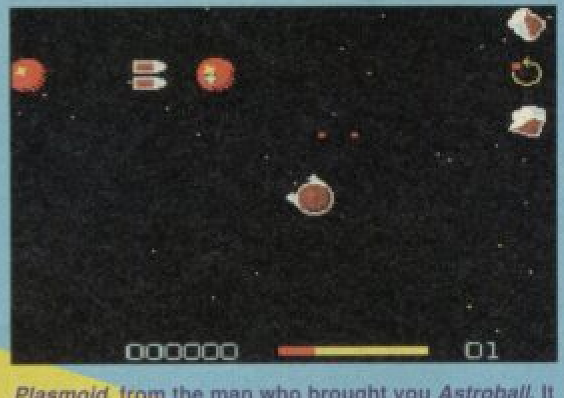


Well, who'd have guessed it, eh? 006.5's new partner is not a chap after all. Ho blimmin' ho. (Mind you, the graphics are ace, aren't they?)



The free homegrown game with SAMDISK 9. It's all about demolishing 16-bit computers. Not that we advocate this sort of thing of course.

August. Supplement Software has another puzzle game, *Dropout*, out this month, with a further two games already in development. ESI, the Polish code wizards, are working on a super-*Pacman* clone while waiting for a publisher to pick up their reportedly amazing soundtracker program *E-Tracker*. Further on the utility front, Betasoft's game creator *Games Master* has been finished, as has Axxent Software's *SAM Adventure System*. Contact the two companies direct for details.



Plasmoid, from the man who brought you *Astroball*. It did underwhelming business at Revelation, but could soon be relaunched by any one of a clutch of Coupé publishers currently fighting over SAMCo's software.

Managing director Alan Miles is blunt about the company's failure. "We haven't been strong enough. It all goes back to MGT (the original SAM company which crashed in the summer of 1990) – because of that and the fact we couldn't find anyone else to pick up SAM, Bruce Gordon and I took it on ourselves, even though we knew we'd never get support from the banks." Miles is equally forthcoming about the problems within the company. "Customers who have ordered goods are unwilling to buy anything else until their original order is filled; we've had a lot of problems moving orders through." There's also a surprising comment concerning SAMCo's own Newsdisk. "I think we gave too much away with the Newsdisk, too much of our games in the playable demos. People just weren't responding – after putting the complete first level of *Plasmoid* on the Newsdisk, we had five orders from a subscription base of thirteen hundred."

Looking to the future, Miles echoes the sentiments of the SAM world at large. "It *is* retrievable. There are one or two plans afoot to do the very best that we can for the users out there. The Coupé needs someone to come along who will fall in love with the machine the way we have, but who also has the cash needed to build, advertise and promote the machine the way it deserves to be. Sadly, we've proved that no matter how dedicated you are, you can't be a little computer company."

The final words rest with Bruce Gordon, designer of the Coupé hardware. "It would be a great sadness if SAM disappeared. But this won't happen. There's just too much support to let the Coupé die."

HOLD THE FRONT PAGE

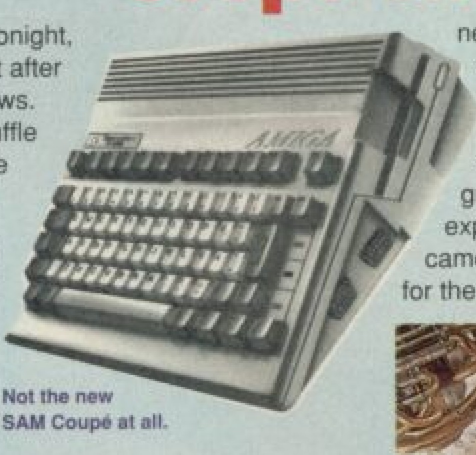
Bob Brenchley, head of Format Publications and the INDUG user group, has just got in touch with details of the rescue package mentioned above. Details are yet to be finalised – the deal is in the draft agreement stage at the moment – but here's Bob with the gen so far. "A new company, West Coast Computers, has been set up to distribute the Coupé in the UK. We're now trying to get the rights to produce the machine, as well as sorting out a substantial advertising and promotion scheme. I'm contacting people who are willing to loan the company capital in order to make the project financially viable. I'm confident we'll succeed – since Monday, we've managed to raise £5,000 out of the minimum £12,000 needed." So, a bit of smile-raising news to end with. Anyone with a spare couple of thou lying around the place and an urge to give it to Bob should contact him at Format HQ. This is also the place to head for with any Coupé problems, as the seemingly unstoppable Bob is also offering technical advice, as well as trying to organise a spares and repairs service. A hearty round of applause and a large 'Hurrah!' is in order, methinks, and we'll be giving you the full lowdown on the rescue attempt next month.

POST BOX

Format Publications 34 Bourton Road, Gloucester GL4 0LE. ☎ 0452 412572
FRED Publishing 40 Roundyhill, Monifieth, Dundee DD5 4RZ
Noesis Software Unit 12, Oxwich Court, Fendrod Business Park, Valley Way, Swansea SA6 8QP. ☎ 0792 797770
Betasoft 24 Wyche Avenue, King's Heath, Birmingham B14 6LQ
Axxent Software 89 Trewent Park, Freshwater East, Nr Pembroke, Dyfed SA71 5LP
Outlet Chezron Software, 605 Loughborough Road, Birstall, Leicester LE4 4NJ
SAMDISK 20 Grove Road, Hoylake, Wirral, Merseyside L47 2DT
SAM Supplement J Tonks, 37 Parker St, Bloxwich, Walsall WS3 9LE

Blatantly untrue new SAM Coupé shock!

And finally tonight, the funny bit after the main news. (Cough, shuffle papers.) The SAM world was rocked on its heels last month when a new model Coupé was launched. Kitted out in the standard SAM livery, the new computer seems to be a step backwards from the Coupé, with a remarkably unfriendly user interface and a silly electronic slot in its side for no readily discernible reason. The SAM community has been split down the middle over the new launch. Out of the Coupé owners we approached, half declared it 'Kind of cute in a twee sort of way,' while the other fifty percent asked 'So where do you plug the graphics ripper in then?' It is not expected to be a success. (Grin at camera.) And now over to a mad loony for the weather.



Not the new SAM Coupé at all.



A wedge of cheese.

Never fear, SAM will return! As, strangely enough, will SAM Centre. Send all your games, mags and letters to me here at YS, 30 Monmouth St, Bath BA1 2BW and show all those doubting Tommies that support for the Coupé is unbowed. Pip pip!

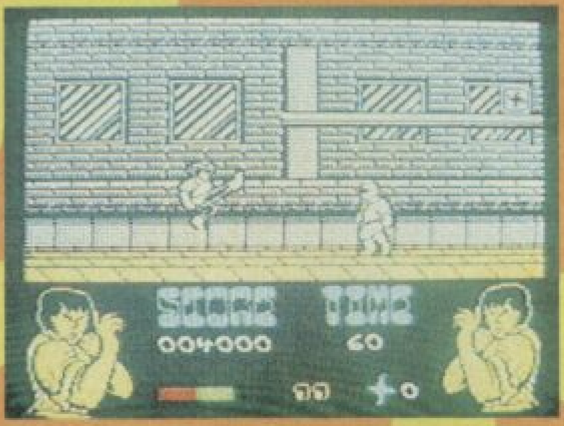
KUNG FU WARRIORS

Beyond Belief
☎ 0933 57998

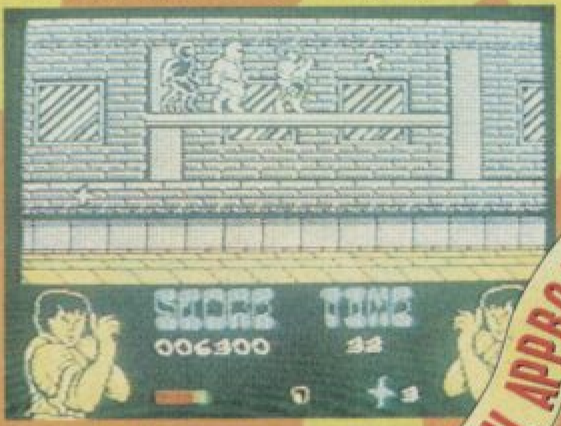
Take to the skies with Beyond Belief's new flight simulator! Accurately reproducing the Golightly G19 jet fighter, *Kung Fu Warriors* throws down the gauntlet by challenging you to strafe, bomb and air-to-air-missile your way into a dictator's stronghold! *(Stop lying. Ed)*

Kung Fu Warriors – the brand-new sports game from... *(Start again. Ed)*

Erm... jump onto some platforms and collect eighty-three empty wine glasses so your housekeeper will let you get to bed in Beyond Belief's... *(Right. Move over. Ed)* Hey! What the – *(Hello readers. Kung Fu Warriors is the new beat-'em-up from Beyond Belief. It's a bit thin on plot at the moment, but we wouldn't be at all surprised if there was a kidnapped girlie in there somewhere. The action takes place mostly on the streets of an unspecified American city (though I reckon it looks a bit like Norwich) and you battle somersaulting ninjas, beefy thugs who look like they don't bother with telephone directories but tear telephone booths in half, and stupendously tough end-of-level baddies.*



Jean-Luc desperately wanted to join the chorus line of the Folies Bergeres. Everyday he practised his high kicks, and one day he accidentally kicked a villain. He was a hero.



Jean-Luc was sent fancy new trousers from well-wishers. His dreams of the chorus line were beginning to fade.

Top Five Classic Cars of the 1950s

- 1959 Cadillac Eldorado
- 1957 Chevrolet Bel-Air
- 1957 Chevrolet Corvette Stingray
- Sorry, we couldn't think of any top five lists to do with kung fu.
- 1959 Ford Thunderbird

Luckily some mad old coot has left a load of weapons lying around, so you can pick them up and bash up the villains with greater efficiency. We've been told it plays "completely brilliantly" (erm, by Jim Scott, who runs Beyond Belief) and we should be tap-dancing on the sidewalks of New York (or Norwich) with it before ever so long. We now return you to your regular scheduled previewer. Ed) Um, that's about it then. *Kung Fu Warriors* – look out for our review of this new game very soon. It could just be the best ever isometric 3D puzzle-y adventure in the world. *(You're fired. Ed)*

FAX BOX

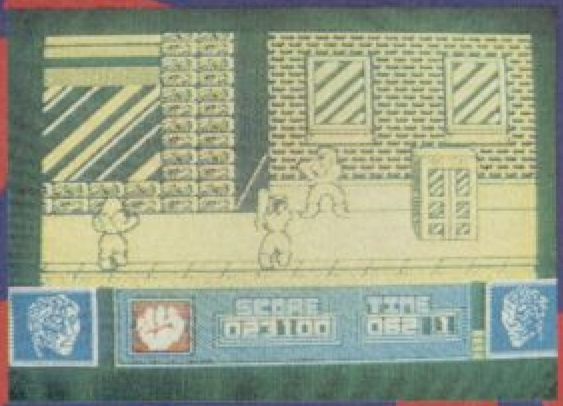
Game	*Kung Fu Warriors*
Publisher	Beyond Belief
Price	£3.99
Programmer	Brian Cross
Release Date	When crispy leaves lie in sweeping piles on the carpet of the land *(He means autumn. Ed)*

HANDS OF STONE

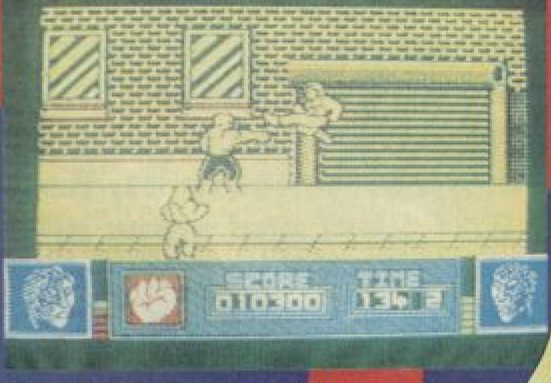
Beyond Belief
☎ 0933 57998

...And head of rock, he remarked wittily. Or perhaps not. (Cough.) Remember the *Double Dragons*? Of course you do. A trilogy of games that broke loads of records including Most Successful Trilogy Of All Time, Most Violent Use Of Background Sprites and Ashes To Ashes by David Bowie, they were humungously popular while at the same time not terribly good. The original was an amazingly bad beat-'em-up where you rushed around the place being highly antisocial to passers-by, with the aid of baseball bats, knives and the more dangerous parts of your anatomy. *Double Dragon 2* took this horribly-violent-and-obviously-the-cause-of-today's-shocking-crime-rates game and added a two to the title. Erm, and also made it substantially worse. It really was a dreadful little number. Ha ha! (Oh for heaven's sake. Subtlety is lost on you lot.) *Double Dragon 3* was actually quite good, but that was because it wasn't really *Double Dragon* at all, just a natty beat-'em-up with the famous words stapled onto the cover. Or something.

Hands of Stone is a bashy game in the grand old tradition of *Double Dragon*, except of course about twenty million million and six times better. It's a bit thin on plot at the moment, but we wouldn't be at all surprised if there was a kidnapped girlie etc etc. You can do loads of fancy moves, like elbow someone in the nose, or do a high kick that will ruthlessly knock off an enemy's toupée, or punch somebody through a wall, or leap up and write a stern letter to Points of View. *(Keep it sensible. Ed)* Alternatively you can fling around some horribly nasty shurikens, which are so dangerous that one hit will cause a villain to run home and hide under his bed for a week. It all looks as if it could be rather fab, and we'll be sparring in a friendly fashion with the game before you can say 'Rumpelstiltskin.' *(Rumpelstiltskin. Ed)* What a wag, eh readers? What a wag!



But every now and then, Jean-Luc would perform a bit of fancy footwork and the smell of face powder filled his nostrils. He looked at the thugs around him and his heart yearned for the oompah band and frilly petticoats.



Despite the letters and spangly shirts from admirers, Jean-Luc gave up these heroics. He spent all his spare time trying to perform the perfect flying jeté. He's still trying.

FAX BOX

Game	*Hands Of Stone*
Publisher	Beyond Belief
Price	£3.99
Programmer	Brian Cross (again)
Release Date	If a year was compressed into 12 hours, this would appear at about 9 o'clock. *(He means autumn again. Ed)*



HAYLP!



Girls are the big problem this month - talking to them, being with them and being dead scared of them. (It's all so difficult.)

SHY BOY

There's this girl at school who I fancy but I'm too shy to ask her out and she's already going out with someone. If I did ask her out where am I supposed to take her and what am I supposed to do?

A YS fan

Linda says: *If this girl seems happy then I really wouldn't advise you to butt in. If it's unlikely that she's going to be going out with this boy for years then why not just be friends.*

When you do take a girl out, just ask her what she'd like to do. If she dithers, then take the lead and make some suggestions. In the summer, the park's always a good option.

Hutch says: *I'd definitely suss out whether or not this girl's in a serious relationship. If you chance your arm and she's happy with her current chap then you'll simply end up embarrassed. If it doesn't look like being a long term thing then befriend her and wait for your moment. Don't become too friendly, because then asking her out will be all the more difficult, even impossible.*

MILES AND MILES

I too have a problem with a girl except it's not how to ask her out or how to find out if she fancies me, as I know she does cos I'm going out with her. Now, I love her (I do actually love her, not just fancy her) and she loves me – 'so where's the problem?' you may be asking. Well, I live in Liverpool and she lives in Wales!

I'm down there a lot cos we've got a caravan, but it's usually only for a week or two and then I'm back home for a month. As you can imagine, it freaks me out when I see my mates going to the cinema with their girlfriends, and I can't cos she's in Wales.

To make matters worse, her parents are a bit posh and they hate my guts cos I'm Scouse and live in a city whereas they are from the outskirts of a nice little town in a nice little cul-de-sac. I don't want to split up with her, but I'm very confused so please help me cos you're my only hope.

Romee
Liverpool

Linda says: *For once on this page I can say that I know exactly what you're going through. For a year and a half I lived a six hour train journey away from my loved one. I saw him about once a month and it wasn't very nice at all. The thing is, and I know it might sound crap, you can cope with it if you want to. People don't have a lot of faith in long-distance romances, but I think they can work.*

You don't tell us much about the long term situation, so I don't know if you're likely to live nearer your girlfriend soon or not. If this situation is going to go on for ages, say 'til you leave school or college then you're really going to have to decide whether or not you want to carry on like this for the next however many years. I'm afraid that's something only you can decide, all I can do is be really soppy and say that if you really love her, it'll be worth it. But it is a very difficult thing to do.

As for the problem with her parents, don't let it bother you too much. It really is their problem.

Hutch says: *I met this brilliant Parisian girl in Bath last summer and had an ace time with her for four months. I liked her lots and tried to get over to Paris whenever I could, but I found the relationship unworkable. It was horrible seeing all my mates going out with their girlfriends and knowing that mine was 700 miles away. So it just kind of fizzled out. I do regret letting things slip now, especially with summer on the way and lots of lush girls walking round Bath. The moral of this sorry little tale is that if you really do love her, then make it work. You may, like me, end up regreting it if you don't. (Sob!)*

SPECIAL FEATURES

I have fallen in love with a beautiful girl who has recently moved into my school. I would like to ask her out but she is going out with my best friend. I don't want to fight with him, but I can't go on for much longer as I fancy her so much that my heart misses a beat at the sight of her. Haylp!

Richard W
Bristol

Linda says: *I think you're being self-centred. You seem perfectly willing to ruin both this girl's and your best friend's current happiness. Please don't even think about fighting with your best friend. I bet he doesn't even know you fancy his girlfriend, let alone that you've considered hitting him. I think it'd be better if he didn't know. Try and simmer down.*

Hutch says: *Linda speaks mucho trutho here. I know it's tough when you really fancy someone else's girlfriend, but you've got to look beyond your immediate feelings. Try for this girl without knowing whether or not she likes you and you could end up without any friends.*

GAGGING FOR A GIRLIE

I have a problem. I'm one of a long line of poor souls who have never had a girlfriend in their entire life. I'm gagging for a girlie. Some girls at school are friendly towards me, they have often asked me out – and it has always turned out to be a joke. But I wonder if one day they could be serious. I don't know whether to believe them or not. Please YS, you're my last hope!

YS fanatic
Ripon, North Yorkshire

Linda says: *Girls, eh, who needs 'em? I know this may be no consolation whatsoever, but you're probably better off without them. Girls have exactly the same problem, if you don't go out with the first boy who presents himself then you're considered a bit weird. Have a good time and when the girl of your dreams does appear, you'll wonder why you were so keen to grab the first girl who presented herself.*

Hutch says: *Girls can be rotten individuals at times. Especially when they stand around, giggling a lot and asking boys out for a laugh. I say, ride with it dude. They only do it because they're unsure about boys and relationships and cover it all up by making fun of people. Sit tight and you'll witness an amazing transformation in their attitude. Don't gag, skate!*

ChildLine

0800 1111

Whatever the problem, it always helps to tell somebody about it. Write to Haylp! Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.



There's a whole world at your fingertips. Sit back and listen to CRAIG BROADBENT as he tells you how to manipulate the universe. Sort of.

Express 3 sin x + 2 cos x in the form r sin (x + y), where r and y are constants, r > 0 and 0 < y < 90... Er... um... Oh, well, it's only worth seven marks, I'll do the next one instead! Right, enough of that - there may only be six days left until my first Maths A-Level exam (as I write this), but I know where my priorities lie - while my friends are busy revising, I'll be sitting here compiling this month's Pitstop, and facing the fact that in all probability, I will almost certainly fail Maths. Ho hum.

MANIC MINER EDITOR

Part Two

by Richard Swann

Given that z = 3 + 4i, find the argument of 1 / z, giving your answer in degrees to one decimal place... Oh, this one's easy – you just realise the denominator, er, then find the arctan... er, or something... I know, let's have a look at the second instalment of the *Manic Miner* editor instead! Infinitely preferable, I think. This here is the Sprite Editor, which follows on directly from last month's instalment, but runs independently, giving you a perfectly customised version of the ancient classic. As usual, type it in and save it with SAVE "filename" LINE 1. Run it, and you can either load in the new levels you created last month, or you can start from scratch by loading the original tape in, and do the levels later. The instructions, I'm sure you'll be pleased to know, are much less complicated than last month's, so here they are in their entirety...

- 1/Z : Move memory pointer up/down by 8 bytes. This is equivalent to a "coarse tuning" control, and you use it to scan through the memory looking for sprites.
- Q/A : The "Fine Tune" control – this moves the memory pointer up or down by just one byte, for if you come across an incomplete sprite.
- X : Switches between viewing sprites as 8x8 or 16x16 types. There are some of each, and generally speaking, the 8x8 sprites tend to come before the 16x16 sprites every level.
- E : Edit the sprite at current location. Use the cursors (5,6,7,8) to move around the grid, 0 to set a pixel, and 9 to reset it. Space stops the editing and writes the new sprite into memory, but BE WARNED – editing data that isn't an actual sprite may well corrupt the game, so make sure you recognise the sprite first!
- L/S : Load/save your creations, the same as last month's.
- 2 – Lets you select an address at which to look for sprites.

And it's as simple as that! Have fun, and I'll expect to see *Manic Miner 2* in the shops before Christmas! *(Somehow, I think not. Ed)*

LISTING 1

BASIC

```
15 CLEAR 32767:PRINT AT 0,0;"Insert MM tape or saved levels":LOAD "MM2"CODE 32768
16 CLS
20 DIM g(16,16):LET mem=45600
30 LET mode=8
40 IF mode=8 THEN GO SUB 500
50 IF mode=16 THEN GO SUB 520
60 PRINT AT 0,0;"1-up 8 "'"Q-up 1"'"A-down 1"'"Z-down 8"'"E-edit,L-load,S-Save,X-mode"
65 IF mode=8 THEN PRINT "Currently editing 8x8
66 IF mode=16 THEN PRINT "Currently editing 16x16"
67 PRINT "Memory address ";mem'"Press 2 to change address"
70 LET a$=INKEY$ :IF a$="" THEN GO TO 70
80 IF a$="1" THEN LET mem=mem+8:IF mem>65535 THEN LET mem=65535
90 IF a$="q"OR a$="Q" THEN LET mem=mem+1:IF mem>65535 THEN LET mem=65535
100 IF a$="a"OR a$="A" THEN LET mem=mem-1:IF mem<45056 THEN LET mem=45056
110 IF a$="z"OR a$="Z" THEN LET mem=mem-8:IF mem<45056 THEN LET mem=45056
120 IF (a$="e"OR a$="E")AND mode=8 THEN GO SUB 900:CLS
130 IF (a$="e"OR a$="E")AND mode=16 THEN GO SUB 1300:CLS
140 IF a$="L"OR a$="l" THEN CLS :PRINT AT 0,0;"Play your tape":LOAD "MM2"CODE 32768
150 IF a$="S"OR a$="s" THEN CLS :PRINT AT 0,0;"Start your tape":SAVE "MM2"CODE 32768,32768
160 IF a$="x"AND mode=8 THEN LET mode=16:GO TO 180
161 IF a$="X"AND mode=8 THEN LET mode=16:GO TO 180
170 IF a$="x"AND mode=16 THEN LET mode=8
171 IF a$="X"AND mode=16 THEN LET mode=8
175 IF a$="2" THEN INPUT "New address ";mem
180 GO TO 40
510 FOR x=0 TO 7:POKE 16384+(256*x),PEEK (mem+x):NEXT x:RETURN
530 FOR x=0 TO 15 STEP 2:POKE 16384+(256*(x/2)),PEEK (mem+x):POKE 16385+(256*(x/2)),PEEK (mem+x+1):NEXT x
540 FOR x=0 TO 15 STEP 2:POKE 16416+(256*(x/2)),PEEK (mem+16+x):POKE 16417+(256*(x/2)),PEEK (mem+17+x):NEXT x:RETURN
905 CLS
```

```
910 FOR y=0 TO 7:LET b=PEEK (mem+y):LET s=128
920 FOR x=0 TO 7:LET t=INT (b/s):LET g(x+1,y+1)=t:IF t>1 THEN LET g(x+1,y+1)=1
930 LET b=b-(t*s):LET s=s/2:NEXT x:NEXT y
950 FOR x=1 TO 8:FOR y=1 TO 8
960 IF g(x,y)=0 THEN PRINT AT y,x;" "
970 IF g(x,y)=1 THEN PRINT AT y,x;"■"
980 NEXT y:NEXT x
990 GO SUB 1200
995 PRINT AT 18,0;"Use cursor keys to move cursor. 0-plot,9-unplot,SPACE-exit.     Currently editing ";mem
1000 LET cx=1:LET cy=1
1010 LET a$=INKEY$ :IF CODE a$<53 AND CODE a$>57 AND a$="0" AND a$<>" " THEN GO TO 1010
1015 LET ocx=cx:LET ocy=cy
1020 IF a$="5" THEN LET cx=cx-1:IF cx=0 THEN LET cx=1
1030 IF a$="8" THEN LET cx=cx+1:IF cx=9 THEN LET cx=8
1040 IF a$="6" THEN LET cy=cy+1:IF cy=9 THEN LET cy=8
1050 IF a$="7" THEN LET cy=cy-1:IF cy=0 THEN LET cy=1
1051 IF a$="9" THEN LET g(cx,cy)=0
1052 IF a$="0" THEN LET g(cx,cy)=1
1053 IF a$=" " THEN GO TO 1100
1054 IF g(ocx,ocy)=0 THEN PRINT AT ocy,ocx;" "
1055 IF g(ocx,ocy)=1 THEN PRINT AT ocy,ocx;"■"
1056 PLOT ocx*8,175-(ocy*8):DRAW 8,0:DRAW 0,-8:DRAW -8,0:DRAW 0,8
1060 PRINT AT cy,cx;"*":GO TO 1005
1100 FOR y=1 TO 8
1110 LET poke=g(8,y)+2*g(7,y)+4*g(6,y)+8*g(5,y)+16*g(4,y)+32*g(3,y)+64*g(2,y)+128*g(1,y):POKE mem+y-1,poke:NEXT y:RETURN
1200 PLOT 8,167:DRAW 64,0:DRAW 0,-64:DRAW -64,0:DRAW 0,64
1210 PLOT 16,167:DRAW 0,-64:PLOT 24,167:DRAW 0,-64:PLOT 32,167:DRAW 0,-64
1220 PLOT 40,167:DRAW 0,-64:PLOT 48,167:DRAW 0,-64:PLOT 56,167:DRAW 0,-64:PLOT 64,167:DRAW 0,-64:PLOT 72,167:DRAW 0,-64
1230 PLOT 8,167:DRAW 64,0:PLOT 8,159:DRAW 64,0:PLOT 8,151:DRAW 64,0:PLOT 8,143:DRAW 64,0
1240 PLOT 8,135:DRAW 64,0:PLOT 8,127:DRAW 64,0:PLOT 8,119:DRAW 64,0:PLOT 8,111:DRAW 64,0
1250 RETURN
1305 CLS :PRINT AT 1,1;"Please wait a mo"
1311 FOR y=0 TO 7:FOR p=0 TO 1:LET b=PEEK (mem+(y*2)+p):LET s=128
1312 FOR x=0 TO 7:LET t=INT (b/s):IF t>1 THEN LET t=1
1320 LET g(x+1+(8*p),y+1)=t:LET b=b-t*s:LET s=s/2:NEXT x:NEXT p:NEXT y
1330 FOR y=8 TO 15:FOR p=0 TO 1:LET b=PEEK (mem+(y*2)+p):LET s=128
1332 FOR x=0 TO 7:LET t=INT (b/s):IF t>1 THEN LET t=1
1335 LET g(x+1+(8*p),y+1)=t:LET b=b-t*s:LET s=s/2:NEXT x:NEXT p:NEXT y
1340 FOR x=1 TO 16:FOR y=1 TO 16
1350 IF g(x,y)=0 THEN PRINT AT y,x;" "
1360 IF g(x,y)=1 THEN PRINT AT y,x;"■"
1370 NEXT y:NEXT x
1375 GO SUB 1540
1378 PRINT AT 18,0;"Use cursor keys to move cursor. 0-plot,9-unplot,SPACE-exit.     Currently editing ";mem
1380 LET cx=1:LET cy=1
1390 LET a$=INKEY$ :IF CODE a$<53 AND CODE a$>57 AND a$="0" AND a$<>" " THEN GO TO 1390
1410 LET ocx=cx:LET ocy=cy
1420 IF a$=" " THEN GO TO 1520
1430 IF a$="5" THEN LET cx=cx-1:IF cx=0 THEN LET cx=1
1440 IF a$="8" THEN LET cx=cx+1:IF cx=17 THEN LET cx=16
1450 IF a$="6" THEN LET cy=cy+1:IF cy=17 THEN LET cy=16
1460 IF a$="7" THEN LET cy=cy-1:IF cy=0 THEN LET cy=1
1470 IF a$="9" THEN LET g(cx,cy)=0
1480 IF a$="0" THEN LET g(cx,cy)=1
1490 IF g(ocx,ocy)=0 THEN PRINT AT ocy,ocx;" "
1500 IF g(ocx,ocy)=1 THEN PRINT AT ocy,ocx;"■"
1505 PLOT ocx*8,175-(ocy*8):DRAW 8,0:DRAW 0,-8:DRAW -8,0:DRAW 0,8
1510 PRINT AT cy,cx;"*":GO TO 1390
1520 FOR y=0 TO 7
1530 LET poke1=g(8,y+1)+2*g(7,y+1)+4*g(6,y+1)+8*g(5,y+1)+16*g(4,y+1)+32*g(3,y+1)+64*g(2,y+1)+128*g(1,y+1):LET poke2=g(16,y+1)+2*g(15,y+1)+4*g(14,y+1)+8*g(13,y+1)+16*g(12,y+1)+32*g(11,y+1)+64*g(10,y+1)+128*g(9,y+1):POKE mem+(y*2),poke1:POKE mem+(y*2+1),poke2:NEXT y
1535 FOR y=8 TO 15:LET poke1=g(8,y+1)+2*g(7,y+1)+4*g(6,y+1)+8*g(5,y+1)+16*g(4,y+1)+32*g(3,y+1)+64*g(2,y+1)+128*g(1,y+1):LET poke2=g(16,y+1)+2*g(15,y+1)+4*g(14,y+1)+8*g(13,y+1)+16*g(12,y+1)+32*g(11,y+1)+64*g(10,y+1)+128*g(9,y+1):POKE mem+16+((y-8)*2),poke1:POKE mem+16+((y-8)*2+1),poke2:NEXT y:RETURN
1540 PLOT 8,167:DRAW 128,0:DRAW 0,-128:DRAW -128,0:DRAW 0,128
1550 PLOT 16,167:DRAW 0,-128:PLOT 24,167:DRAW 0,-128:PLOT 32,167:DRAW 0,-128:PLOT 40,167:DRAW 0,-128:PLOT 48,167:DRAW 0,-128:PLOT 56,167:DRAW 0,-128:PLOT 64,167:DRAW 0,-128
1560 PLOT 72,167:DRAW 0,-128:PLOT 80,167:DRAW 0,-128:PLOT 88,167:DRAW 0,-128:PLOT 96,167:DRAW 0,-128:PLOT 104,167:DRAW 0,-128:PLOT 112,167:DRAW 0,-128:PLOT 120,167:DRAW 0,-128:PLOT 128,167:DRAW 0,-128
1570 PLOT 8,167:DRAW 128,0:PLOT 8,159:DRAW 128,0:PLOT 8,151:DRAW 128,0:PLOT 8,143:DRAW 128,0:PLOT 8,135:DRAW 128,0:PLOT 8,127:DRAW 128,0:PLOT 8,119:DRAW 128,0:PLOT 8,111:DRAW 128,0
1580 PLOT 8,103:DRAW 128,0:PLOT 8,95:DRAW 128,0:PLOT 8,87:DRAW 128,0:PLOT 8,79:DRAW 128,0:PLOT 8,71:DRAW 128,0:PLOT 8,63:DRAW 128,0:PLOT 8,55:DRAW 128,0:PLOT 8,47:DRAW 128,0
1590 RETURN
```

ROTATE

by Pedros Davakis

Foreign correspondence this month comes courtesy of Mr Davakis of sunny Greece, who sends me this nice little routine which flips a predefined window about its horizontal axis. The effect is instantaneous, so it'll be of more use as a programming aid rather than as a fancy display. There's absolutely no BASIC to worry about, so just use the provided Hex Loader to type in the few lines of Machine Code (the start address is 62350 and the length is 202 bytes) and POKE the following parameters...

- 62346, column of top-left square of window.
- 62347, line of top-left square of window.
- 62348, length of window in attribute squares.
- 62349, height of window in attribute squares.

Then type RANDOMIZE USR 62350 to rotate.



HEX

```
62350: ED 4B 8A F3 ED 5B 8C F3  Checksum = 1404
62358: 78 FE 18 D0 82 FE 19 D0  Checksum = 1223
62366: 88 C8 D8 79 FE 20 D0 83  Checksum = 1346
62374: FE 21 D0 B9 C8 D8 F3 78  Checksum = 1459
62382: E6 F8 C6 40 67 78 E6 07  Checksum = 1200
62390: 0F 0F 0F 81 6F 42 4B C5  Checksum = 623
62398: E5 78 87 87 47 87 3D E5  Checksum = 1115
62406: CD 34 F4 3D 20 FA D1 EB  Checksum = 1288
62414: CD 22 F4 CD 34 F4 CD 47  Checksum = 1260
62422: F4 10 F5 E1 C1 D5 C5 ED  Checksum = 1570
62430: 5B 8A F3 7A 21 00 00 16  Checksum = 649
62438: 00 01 20 00 FE 00 28 04  Checksum = 331
62446: 09 3D 20 FC 19 11 00 58  Checksum = 484
62454: 19 C1 D1 78 3D 54 5D 28  Checksum = 825
62462: 0A E5 11 20 00 19 3D 20  Checksum = 406
62470: FC EB E1 78 CB 3F CE 00  Checksum = 1304
62478: 47 CD 22 F4 C5 01 20 00  Checksum = 784
62486: 09 EB 01 E0 FF 09 EB C1  Checksum = 1161
62494: 10 EF FB C9 E5 D5 C5 7E  Checksum = 1472
62502: 08 1A 77 08 12 23 13 0D  Checksum = 246
62510: 20 F5 C1 D1 E1 C9 F5 24  Checksum = 1386
62518: 7C E6 07 20 0A 7D C6 20  Checksum = 758
62526: 6F 38 04 7C D6 08 67 F1  Checksum = 861
62534: C9 15 7A E6 07 FE 07 C0  Checksum = 1034
62542: 7B D6 20 5F D8 7A C6 08  Checksum = 1008
62550: 57 C9 00 00 00 00 00 00  Checksum = 288
```



HEX LOADER

```
10 POKE 23658,8: INPUT "Start address? ";a: POKE USR "a", INT (a/256): POKE USR "a"+1, a-256*INT (a/256): CLEAR a-1: LET start=256*PEEK USR "a"+PEEK (USR"a"+1): INPUT "Filename: ";LINE f$: LET q=start
100 LET cs=0:PRINT AT 0,0;"Address:";q
110 INPUT (q);":";LINE a$:IF a$=CHR$ 226 THEN GOTO 300
130 IF LEN a$<>16 THEN GOTO 340
140 LET f=0: FOR j=1 TO 16: IF (a$(j)<"0" OR a$(j)> "9") AND (a$(j)<"A" OR a$(j)>"F") THEN LET f=1
150 NEXT j: IF f=1 THEN GOTO 340
180 FOR n=0 TO 7: LET y=CODE a$(1)-48: IF y>9 THEN LET y=y-7
190 LET z=CODE a$(2)-48: IF z>9 THEN LET z=z-7
200 LET va=16*y+z: LET cs=cs+va: POKE q+n, va: PRINT AT 2, n*3; a$(TO 2): LET a$=a$(3 TO): NEXT n
220 INPUT "Checksum? ";LINE a$: PRINT AT 2,25; a$: IF VAL a$<>cs THEN GOTO 340
230 CLS: LET q=q+8:GOTO 100
300 CLS: PRINT "Saving ";f$; AT 21,0;"Remove EAR lead": POKE 23737, 181: SAVE f$ CODE start, q-start: INPUT "Verify? Y/N ";v$: IF v$="Y" THEN VERIFY f$ CODE
330 PRINT "OK!": STOP
340 PRINT AT 15,0; "***ERROR***": BEEP .1, -20: GOTO 100
```

PLIB!

By the time I get my next load of mail I'll have finished all my exams, so I'll be in a good mood and ready to give out the princely sum of £50 to whoever sends in the well-ace program of the month to me, Craig Broadbent at Program Pitstop, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW. And if the number of entries doesn't get any bigger, I'll have to start printing message scrollers again – you have been warned!



■ For sale! Spectrum +2 and over 100 games. Must sell fast, hence ridiculous price of only £25! Please take advantage! **Call Ashiq on 0733 238145 anytime.**

■ For sale! Spectrum +3 with datacorder, joysticks, loads of games on disk and tapes. All in mint condition. Just £120 ono. **Contact Oliver on 0730 821767.**

■ +D interface, drive, 50 disks and games for sale. Cost £170 but will sell for £90. **Ring Wayne on 061442 4760.**

■ 128K+2A Spectrum for sale. With Midi music maker and light pen. All worth £230, will sell for £99 ono. **Tel 0425 472646 and ask for Toby.**

■ For sale! +D system, 50 games still boxed for the Spectrum +2A and +3. Manual included. **Phone Andrew on 041 6375943 after 5.30 pm.**

■ Speccy +2, Multiface 128, twin joystick interface, joystick, over £300 worth of games and loads of mags tapes. All leads and the manual as well. Offers around £150. Go on! **Phone James on 0483 503865.**

■ Spec +2, interface, joystick, Currah Speech light gun with six games. Plus over 140 games (worth approx £1000) including *Chase HQ* and *Nightbreed*. Also, over 30 cover tapes and a few mags. Price £300 ono, all good condition. **Tel 081 310 8401 after 4pm ask for David.**

■ 256K SAM Coupé with Disk Drive, technical manual, joystick, SAMDice Disk utility, SAM demo and games disks, SAMtape 3 for transferring Spectrum games to SAM. £150 ono. **Tel 0203 386947 after 6pm on weekdays and ask for Mario.**

■ + D Disk Interface and two disk drives – £75. Spectrum 128K with built in Pro Saga 3 Elite keyboard – £55. **Call Steve on 0223 235150.**

■ Speccy +2 with over £450 worth of games, over 18 magazines, AMX Mouse, joystick, all the leads and Speech Box. Plus! Games such as *NARC*, *Golden Axe*, *Bubble Bobble*, *Turtles* etc. **Phone Philip on 091 5266251 after 5pm.**

■ Spectrum +3, with two joysticks, Multiface 3, 100s of mags, manual, Datacorder lead and over £200 of software plus blank disks for £285. Bargain! **Phone Ben on 0274 491177.**

■ Speccy +3, about 300 games (including *Man Utd Europe* and *Tracksuit Manager*), joystick, tape recorder and leads. All for only £175 ono. **Phone Sam on 071 731 2779 after 6pm.**

■ For sale! Spectrum +2, £500 worth of games (titles include *NARC*, *Robocop*, and *3D Construction Kit*), loads of Speccy mags and a Cruiser joystick. The whole lot's worth £700, I'll sell for £200. **Phone Martin on 0908 677140.**

■ Spectrum 48K with games worth £90. Excellent condition includes manual and leads, all boxed. **Phone Richard on 0485 540857 after 4.30pm.**

■ Spectrum 128 +2, joystick plus lots of games (including *Gunship*, *Stunt Car Racer*, *European Super League* and *Turtles*) for just £190 ono. **Call Karen on 0656 864717.**

■ I'll swap my Spectrum +3 with tape recorder, Multiface 3, and much software on disk and tape for your Sega Megadrive with two cartridge (will consider paying for extra cartridges). **Ring Simon on 0272 517534.**

■ For Sale! ZX Spectrum + 2A, a light gun and games, Your Sinclair mags, about £400 of software and all leads. Also, ZX Spectrum +2A for sale (spares only). You can have the lot for £150. **Contact Adam on 0473 725241 after 6pm.**

■ Disc Drive with Interface backup system – copy any game onto disk - to suit Spectrum 128K. As new £100. **Tel 09314 377**

■ SAM Coupé for sale. 1990 ROM, SAM tape 3, art package and games for Coupé and Speccy. Lead, manuals and joystick (Cheetah 125+) included, £200 ono. **Tel 0670 851172 after 4pm, ask for Neil.**

■ For sale! Spectrum 128K ZX +2, 70 games and joystick. £150 **Tel Chris Gordon on 0726 63735.**

■ SAM Coupé 256K with disk drive, new ROM, printer Interface, user guide, demos, and some compatible Speccy Games – £175 ono. **Call Barry on 094 46 485 after 6pm.**

■ SAM Coupé 256K with disk drive, joystick and games. Very good condition – £125 ono. **Ring 0384 278053 and ask for Anthony.**

■ Spectrum +3, Multiface 3, cassette recorder and two joysticks. Spectrum 48K, Multiface, joystick, Prism VTX5000 modem and games. £150 ono. **Call Mark on 0452 413774.**



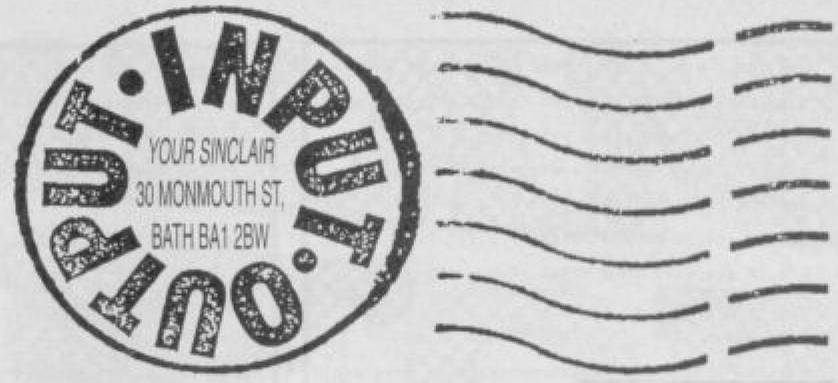
■ Software sale! All the newest games from 50p to £8 maximum! Including *Turrican*, *North and South*, *Final Fight* and *Super Off Road Racer*. Also two joysticks for sale! **Call 0904 83 658 and ask for Robin.**

■ Over 200 Speccy games for sale, from 50p. Spectrum hardware, serious utilities and lots of programs and books. **Please send a sae to J Broomfield, 8 Willow Court, Hutton Cranswick, E Yorks, YO25 9QL.**

■ For sale! Hundreds of speccy games including *NARC*, *Hero Quest*, *Total Recall* and *Sim City*. All originals. All a lot cheaper than the shops. Also swap 128K and loads of games for Lynx with or without games. **Contact Steven on 0389 53158 after 6pm.**

■ Has anyone out there got a copy of *Elite* for the Spectrum 128K and is willing to part with it for £3 cash (negotiable). **Phone Nick on 0922 646824 any Sunday after 10am.**

■ *Hero Quest*, *Predator 2*, and *Manchester United* are just a few of the games for sale starting at 50p, cassettes and disks. **For catalogue phone Gareth on 0695 242594 after 6pm.**



"I don't care about the rest of the year, cos this is where I wanna be!" Get yourself some summer fun in the sun with the nation's choice - Input Output.

■ For sale! *Boulderdash 4*, *3D Construction Kit*, *Dizzy 2* and *3*, *Spy Versus Spy 1,2* and *3*, *Kwik Snax* and *Quattro Adventure*. £1 each, or swap all for *Multi Player Soccer Manager*. **Phone Niall on 0349 61290.**

■ Yo! I've over 53 Speccy games and 70 Your Sinclairs. Your Sinclair's games range from the two tape to the Mag Seven. The others include games like *Indy Jones*, *Skate Board*, *Wonder Boy*, *Double Dragon* and *Learn French*. Will sell Speccy games for £75 or the Your Sinclairs for £55. Will sell lot for £130. **Phone 0908 648317 and ask for Daniel.**

■ For sale! Games from 10p – £5. Games include *Gazza 2*, *Robocop 2*, *NARC*, *TMHT* and lots more. **Phone Matthew on Bristol 655489.**

■ I've got *Street Hassle*, *Pro Boxing*, *Quattro Cartoon Collection*, *Yogi's Great Escape*, *Magic Roundabout*, *Planetoids*, *Lunar Jetman,*, *Crystal Quest*, *Ship of Doom* and *Operation Thunderflash*. What's more, I'll swap the lot for *Chase HQ* or *Shadow Warriors*. It's a completely mad bargain, so get on that telephone now! **Call Christopher on 071 381 0730.**



■ Wanted! *NARC* and *Navy SEALs* for my *Dan Dare 3*, *Rolling Thunder*, *Ikari Warrior*, *Footballer of the Year*, and *Psycho Hopper*. One of yours for all of mine. **Phone James on 0889 26282.**

■ Wanted! *Tetris* for Speccy. **Phone George on 0225 338587.**

■ I will swap *Match Day*, *Plasma Ball* and *Beyond The Ice Palace* for your *WWF Wrestlemania*. Original and boxed copies only. **For more info call Mark on 0208 815269 after 4.30pm**

■ Wanted! Working copy of *GAC* – originals only. Not YS copy, will swap for any two of: *Crystal Castles*, *Joe Blade*, *Hacker 2*, *Shard Of Inovar*, *Software House*, *Punchy* and *Smash Out*. **Call Lee on 0652 32635 after 5pm.**

■ Wanted! Your Sinclair issues 10, 11, 15 and 18. Will pay £5 each if in good condition. **Phone Neil on 041 941 2348.**

■ Wanted! +3 owners to exchange ideas, disks software, hints and tips and possibly form a club. **Contact Matthew on 0772 727 420.**

■ Wanted! *Tetris* and *Gremlins 2*. Will swap for *Rainbow Islands*, *Cabal*, *Turtles 1*, *Head Over Heels* or *Back To The Future 2*. **Phone David on Titchfield 47195.**

■ Ancient games ahoy! I urgently need *Back To Skool*, *Cliff Hanger*, *Strider* and *Gunfright* (Ultimate). **Phone Paul on 091 469 9423 after 6pm.**

■ Wanted! Printer and interface for ZX Spectrum +2. **Phone Pat on 0779 70252.**

■ Wanted! Loads of original Ultimate games. Have you got *Tranz Am*, *Pssst*, *Cookie*, *Lunar Jetman*, *Pentagram*, *Nightshade* or *Gunfright*? If you can help – **phone Pete on 0533 57093311.**

■ Wanted! *3D Construction Kit*. Will exchange for *Terminator*, *Shadow Of The Beast*, *Smash TV* and *Rastan*. Originals only. **Ring Brian on 0792 299824.**

■ Wanted! User manuals for Spectrum 48k due to second hand machine (that I purchased for nostalgic reasons) lacking them. Also desperately wanted: Microdrive and interface. **Ring Paul on 0992 769 718.**

■ Wanted! *Thunderbirds* for the Speccy +2. Will pay a good price. **Please contact Andrew on 091 263 2108 from 3pm to 9pm.**



■ Out now! *Sinclair Owner* – a new tapezine. It includes reviews, previews, tips, news and competions, It has over 30 pages. **Contact Andrew on 051 521 6193 for further details.**

■ Over 100 multiface POKEs for both new and old games. **Ring Ian on 0935 24968.**

■ *ZX1* the ace Speccy mag is on sale now, priced at a funky 40p. It must be Britain's cheapest Spectrum magazine with gossip, reports, reveiws, POKEs, hints, programs and more. **Get in touch with the editor on 0522 691787.**



■ Tonnes of thanks to Agent-X for his superb "special Music coll." Everyone waits for your new Demos! Also big Hello to: Vision, Rajsoft, Kaz and Martin Danks. **From Frank Voitek Muad'Dib of ESI.**

■ Speccy fans wanted for great new computer correspondence club. Keep in touch with other owners, swap games, ask for advice on games, and advertise your own software. **Call Steve on 0282 73934.**

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PUBLIC HOUSE

Crikeroonie! Poor old Jon. He didn't know what he was letting himself in for when he scribbled those lines about Speccy public domain last month. Now he's got about a billion PD progs teetering dangerously on his desk, all shouting out to be reviewed. Let's join him at the Shed Speccy and rest our hands casually on the red-hot power pack. Ouch!

Demos, eh? As I said last month, with no game to worry about, demos can use the full resources of your Speccy to produce some shockingly good effects. As a rule of thumb, they all have to be loaded in 48K mode (most use fiendish code compressors, y'see), all have the bonus of brilliant music tracks for 128Kers, and all have mind-numbingly lengthy scrollies (with occasionally nasty language – be warned, ye of sensitive dispositions). Well, enough about rules. And thumbs. On with the reviews!



As the scrolly so aptly says, this is the intro to the credits to part one of *NMI 3*. (Ahem.) Note Vision's logo – he and X-Terminator make guest appearances later on. Spook!

No More Intelligence – the Trilogy
by Dynamite Dynastie

Dead interesting, these demos. Basically, they show the evolution of a programmer's coding talents (or something). *NMI 1* is a three-part demo dedicated to the humble scrolly. Sine-wave scrollies, colour bars, seventeen scrollies on-screen at once, wobbling lines dancing around pulsing logos... it's reasonable stuff, but the standard Speccy font and horrible selection screen give away its age. Pretty damn devastating for a first attempt, though.

Jumping ahead a few months, *NMI 2* is a different kettle of fish. Part One has a gigantic fluidly-moving vector graphic, which cunningly fiddles about with interrupts to produce a screen 768 pixels high. Part Two has twenty-five simultaneous and very fast scrollies along with a thunking music track, while Part Three is patently impossible. There's just too much colour on the screen. It can't be done. Evidently Dynamite Dynastie has programmed a routine which ignores the Speccy hardware and manipulates your brain's perception of reality instead. No, really.

Jumping ahead a few more months, we come to the spankily splendiferous *NMI 3 – No Panic*. It's a megademo (lots of mini-demos linked together) of about thirteen parts, with some amazingly good parts, some fairly good parts and some quite interesting bits. Luckily, there are far more amazingly good parts than near-misses. The megademo encompasses just about every form of effect known to the coding fraternity, with a few gags thrown in for good measure. (My fave bit is the menu on one of the graphics demos – it tells you to press certain keys to get an effect, and when you press them the screen clears to reveal the word 'effect.' Ha ha! Oh, please yourselves.) Super stuff.

90%

The Crazy Demo
by X-Terminator of The Mad Guys

A neat change from the blistering pyrotechnics of *NMI*, *The Crazy Demo* is just a load of screens and music laid over a (very) long scrolly. (Be prepared to miss several of your favourite TV programmes in order to get to the end of this one) I really like it – the graphics are exceptionally well-drawn (hardly any of them have been stolen, hem-hem) and the sound is jolly boppy. The best bit, though, is the giggly sense of humour – the scrolly starts fairly normally, but rockets off into absurdity, complaining about the sluggish speed of itself and getting interrupted halfway through by a sudden burst of music. It's utterly mad, and you should get it right this very minute. Right now. Go on - don't even stop to change your slippers.

85%



X-Terminator advocates mass assassination of snobbish 16-bit owners. He's been reading too much Ernie The Psychotic Madman, that's what I reckon. The scamp.

Quinquagesima
by The Lords

A three-part demo showing off The Lords' uncontestable sound-chip skills, the music is backed by a couple of funky graphics screens. Nemesis The Warlock (from 2000AD) bounces smoothly up and down the screen, a massive vertical scrolly rolls over a grinning skull, and a wobbly message leaps about over a screen nicked from an old Interceptor title. Impressive stuff, but it doesn't have the silly good-naturedness of *The Crazy Demo*. Plus, it's 128K only but doesn't seem to like +3's at all. It's good, but it didn't light my fire (as they say). The music's fantabulous though.

78%


Um, part three of *Quinquagesima*, basically. That logo bounces back and forth, there's some music and that big scrolly leaps about a bit. It's jolly good music though.

Hold Everything!

Stand back from that post box and steam the stamp off that bulky envelope at once. Last month I gave you the addresses of a load of demo crews. Apparently, this was a dreadful error in etiquette. The only people who should directly contact demo crews are programmers who actually want to show off demos themselves. It's kind of like an exclusive club, y'see – you can only join if you have progs to swap. For us mere mortals, the only way to get hold of all these throbbingly good demos is to go through a PD library. And – spook! – a new one's just been set up, fair bursting with demos (and loads of other PD progs as well). It's called **Total PD** and it can be found at **108 Stanley Road, Gloucester, Gloucestershire GL1 5DH**. Observant readers will recognise this address as belonging to Kronus (one of the dynamic duo behind our covertape funk box *Toxic Elephant*). Well done, observant readers. Send ol' Captain K a crisp new sae, and he'll send details of what progs are available, and what pitifully low prices he'll charge to duplicate 'em and pass 'em on to you. What a lifesaver, eh? Let's give him a mild hurrah. Hurrah! (Mildly.)

NEXT MONTH!

A Brit special! Yup, all the info you need to know about the crews and libraries operating in, um, Britain. Well, possibly. Y'see, I haven't got enough UK stuff to write about yet – so if you've written a fabbo bit of PD software, drop me a line and I'll try to squeeze you in (as they say).

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FLIX



STRICTLY BALLROOM

Rank Films
Starring Paul Mercurio, Tara Morice, Bill Hunter, Pat Thomson, Barry Otto

PG

Back in the days when men were fops and women wore so many skirts that they took on a girth of near Weeblish proportions, manners and decorum were all. If you wanted to get anywhere you had to remember millions of fiddly rules. One false move and you'd be ostracised by society, an outcast doomed nevermore to comment wittily on Lady Paunce-Fotheringaye's new gown and uncouth servant problem.

The world of ballroom dancing is much the same, except with fewer skirts. Scott, a mucho talented hoofer, falls foul of this closed society's exacting rules when he breaks into an impromptu two-step during a competition. Although the audience loves it, the compo organisers take a dim view of this disrespectful whippersnapper. Barry Fife, bewigged bigwig of the ballroom world, banishes Scott from the floor! The bounder. With only three weeks to go before the all-important Pan-Pacific Championships, Scott has to make a choice – should he abandon his new steps, conform to the Ballroom Federation's rules and try to win the cup for his dear ole dad, or should he snap his fingers disdainfully in the face of authority and dance his own way? T'aint too hard to guess, is it folks? But! Fiendish Barry Fife has one more sneaky trick to play...



Has that bloke got talcum powder in his hair? I think he has. I wonder what flavour it is? Baby powder? Boots Lili of the Valley? Actually, he looks like he's got a bit of dough, it could be Armani. Or something.

Strictly Ballroom has some decidedly dodgy production. The directing is pretty uninspired, while the acting is, to be honest, a bit iffy. Also, there's some incredibly corny dialogue, and occasionally the whole thing lapses into ludicrous sentiment. But! It really is amazingly good fun. The feel-good factor pours over the top of the tin and laps merrily at your ankles, while the thumping soundtrack will have you leaping about in excitement (or something). It's quietly funny all the way through, with some altogether fab gag bits as well. The whole thing's been put together with loving care and bags of enthusiasm which is something of a refreshing change in these Hollywood-led times. *Strictly Ballroom* is bright, funny and incredibly cheery. Sort of the movie equivalent of a loud 'Hurrah!'

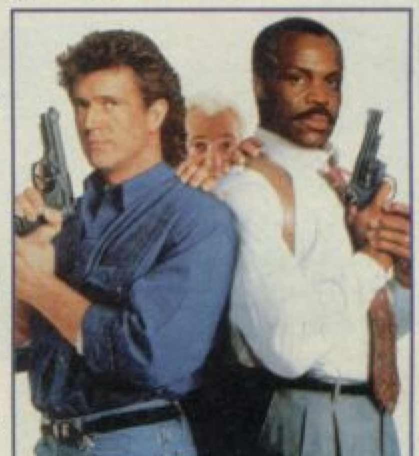
Jon Pillar

FLIP RATING
★★★★☆

Lethal Weapon 3

15

Warner Bros
Starring Mel Gibson, Danny Glover and Joe Pesci



Look! It's Father Christmas. What's he doing in Lethal Weapon 3? What a pesky fellow. Ha ha! (Subtle joke, that.)

They're back, in the sequel to the sequel to the actually-rather-good original. *Lethal Weapon 3* is all about two cops (Mel and Danny) who enjoy living on the edge, taking every day as it comes and blowing up buildings by mistake. Mel is a psychotic ex-Vietnam assassin, while Danny is a 50 year old cop who's simply looking forward to his retirement.

Lethal Weapon 3 kicks off with an awesomely huge explosion. Danny and Mel attempt unsuccessfully to disarm a car bomb and manage to blow up an entire building. Fortunately, no-one is hurt, not even a moggy which was cooling itself on the car's roof. Due to this rather large mistake, our two plain-clothes detectives are demoted and put back in uniform. Well, at least until they're needed again.

Being a huge fan of the *Lethal Weapon* series I was a disappointed with this film. You see, there's absolutely nothing original in it. It's even got the same tired jokes in it. Mel acts slightly mad, while Danny berates the fact that he's getting old. You even end up yawning as the super-human Mel leaps into action *again* against some suitably tough dude who would in real life dismember the Mad Max star.

Lethal Weapon 3 is *Lethal Weapon 1* and *2*, only more so. Same jokes, same actors, same budget, same key grip. I'd wait until this one's out on video and then get someone else to pay for the rental. To sum up: a bit tedious, but if you really, really, really like large explosions and mad car chases then check it out. **Andy Hutch**

FLIP RATING
★★☆☆☆

KILLER KOLUMN (From Outer Space)

"Ye gods! It's full of all the latest TV and film SF gossip."

US Dwarves

As *Red Dwarf* gears up for sixth series in the UK, the Americans have bought the rights for the show – and not just to screen it, but to remake it! There will be a completely new cast, with one exception – Robert Llewellyn will still play the role of Kryten, the android butler. But can you imagine what an American version of Lister will be like? Bagels or pepperoni pizzas don't have quite the same ring to them as chicken vindaloos.

Krazy Kasting

Would you believe...

- **Bob Hoskins** as Super Mario in a live action film based on the Nintendo character?
- **David Bowie** as a time travelling FBI agent in (pause for a deep breath) *Twin Peaks: Fire Walk With Me – The Last Ten Days of Laura Palmer* (let's see them try and fit that on the front on the local Roxy)?
- **Arnold Schwarzenegger** as Judge Dredd? Isn't he a bit bulky for the wiry, gnarled-jawed one?



Jessica Rabbit is a great heroine. Just listen to her slinky, sexy, witty put-down. "Slinky, sexy, witty put-down." Fab, eh? *(You're really not trying, are you? Ed)*

Blake's Survivors

When every single available episode of *Blake's 7* has been released on video in January, (finishing with the episode where all that money the federation spent training their troops how to fire straight paid off and they finally managed to kill off the entire crew of the Liberator in one go) the BBC will begin releasing Terry Nation's other classic 70s serial *The Survivors.*

Supersequel

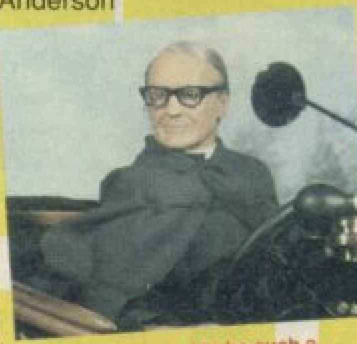
Is it a bird? Is it a plane? Is it a turkey? Well, if *Superman V* is anything like sequels III and IV very probably. Yes, the producers of the *Super* series are trying to entice Christopher Reeves back into the red pants. He's often stated that he'd only do it if the script was up to scratch. Seeing as he came up with the goods for the appalling *Superman IV*, his literary demands probably can't be too high (unlike his salary).

Next film

Star Trek production company Paramount have hinted heavily that there could be a *Star Trek: The Next Generation* film out within two years of the series finishing. When this will be, nobody is quite sure. The cast were originally contracted for six series, (with only the sixth left to air in the US) but the programme is so successful that Paramount are trying to renegotiate with them for a seventh series.

Best Kept Secret

Name a Gerry Anderson series. Right, and another. And another. And carry on until you think you've done the lot. And I bet there's one that you've either forgotten or you've left 'til last. (Even if you are an Anderson freak with all the badges, a signed photo of Virgil and a rubber Stingray in your bath.) *Secret Service* must be the most obscure of the great man's output.



If Stan is supposed to be such a loving, caring, sharing, feely-good kind of vicarish hero, how come he's stolen Joe 90's glasses? Eh? Eh?

The star was based on a seriously odd real-life eccentric called Stanley Unwin – a vicar who was a secret agent. Only 13 episodes were ever made, but if you want to find out what it was like two volumes of *Secret Service* are being released on video in September.

There can be only 22

Dodgy Scottish accents ahoy! If you thought Christopher Lambert was pretty hopeless when he tried out a highland fling in *Highlander*, things could be even sillier when a TV series of the film reaches our screens. Why? Because the 22 episodes are being made in a joint venture by a French, a Japanese and an American company. The film cast are unlikely to appear in the series, but apparently David Bowie (again?!) and Grace Jones are set to guest star.

Who's in colour

Colourising old black and white films might seem sacrilegious to some film buffs *(You bet! Jon, vociferous opponent of colourisation)* but the process does have its uses. *(Blasphemy! Blasphemy! Jon)*

The Daemons is generally regarded by fans and crew alike as the best Jon Pertwee *Doctor Who* story, but until recently it looked unlikely ever to be repeated. Though it was made in colour the BBC managed to dump the tapes, the silly billies, and were left only with black and white copies. Now, thanks to the wonders of technology, they have managed to colourise the copies they have, and BBC2 looks set to screen the story this autumn.

Dave Golder

COMIX

This month Comix has goes all nostalgic and has an excellent adventure. Let's roll!

2000AD Action Special

Fleetway/£1.75

Now here's a clever idea. Fleetway has exhumed all its old comic characters, brushed them off, given them a fresh lick of paint and handed them over to the regular 2000AD crew. Result: 'classic characters given a modern 90s twist.' At least, that's what they say...

There are seven stories in this special, backed up by a feature on comic heroes of yesteryear. This is a jolly interesting read, well researched by Lew Stringer and packed with trivia as he traces their evolution from clean-cut, patriotic, no-nonsense good guys in the war years, through variably successful attempts at turning them into Batman-like superheroes in the 60s, right up to the present day where rather a lot of 'em make cameo appearances in 2000AD's own pretty darn spanky *Zenith Phase 3.*

The stories themselves are of varying quality. Top of the lot is John Tomlinson's and Jim Baikie's reworking of the utterly spooky *Cursitor Doom*, where the fellow in the natty Victorian cape pays a visit to the host of an occult talk show and shows him his own death. Baikie's *Doom* is jolly shadowy, and the plot has a nicely old-fashioned twist ending. Closely following this scary tale is another story of the supernatural, John Smith's *Doctor Sin*, with splendidly sinister artwork by John Burns. The good doctor travels to the Cotswolds to battle an escaped demon that has the ability to possess pliable objects, such as dough, spaghetti and Quimbandan devil dolls (so throw out those seemingly cute Quimbandan devil dolls now, folks).

The others aren't so successful. Si Spencer's *Mytek the Mighty*, although blessed with Shaky Kane's totally bizarre artwork, is a pretty flat political tale – as is *The Steel Claw*, by Peter Hogan and Sean Phillips, who turn the Claw into a government assassin. Elsewhere, Brett Ewins's vigorous artwork can't save *Kelly's Eye*, hampered as it is by Alan McKenzie's drab non-story. Kelly breaks out of – spook! – a governmental institution and dashes off into his own 2000AD series. Ho hum. Worst of all, though, is *The Spider*, erstwhile gadget-laden super-crim of the 60s. Mark Millar, who gives me the



Hey, wow, man. It's all, y'know, kind of psychedelic and spooky. (As Rod of Amstrad Action says, him being ex-flower child and all, the hippy.)

impression he'd much rather be John Smith, has turned ol' Spidey into a total psycho who eats kittens and basically kills everybody in sight. This is unpleasant stuff, and not helped by the two artists (John Higgins on pencils, Graham Hine inking – or is it the other way around?) who essentially cancel out each other's talents.

So. An interesting experiment, but one that doesn't really come off. The best stories – *Doom* and *Sin* – show a real affinity with and, well, *respect* for the original characters. The others just try to drag golden oldies forcibly into the modern world and it doesn't work. These characters belong in a different time. Let's leave 'em be, eh?

FLIP RATING
★★☆☆☆

Bill & Ted's Excellent Comic Book

Marvel Comics/99p

Rats – hardly any room left for this surprisingly good tale of the Dudesome Twosome. Right, I'll just have to be quick. Death, severely disgruntled with his job, decides to take a long holiday, visiting famous disasters through history with the aid of the time-travelling phone booth. Bill and Ted are persuaded to go after him in a duplicate booth when loads of undead people turn up on their doorstep, and also cos their wives are making them do it. Their quest for the Reaper takes them to Pompeii, the site of the Hindenburg disaster, the Big Bang, and, eventually, to the time of the dinosaurs where they corner El Reapo and try to talk him into coming back. It's an incredibly funny story, with some unexpectedly subtle gags and plenty of gigglesome scenes (there's a brilliant one where Ted has some trouble with the time booth, cos it's a dial phone). The art is wild, with good character work and oodles and oodles of zesty movement. The artists even breaks into other illustrators' styles halfway through – weird! Sadly, this being a rejigged American import (you know, the kind where they muck up the speech balloons by correcting the spelling), the names of the guys responsible for the comic have been lost. Tragedy! Now we'll never know who wrote the funniest line I've read for months – "Bill! I think I'm in full total shock! Bill, I'm supremely terrified! Check my utter panic!" Ah me. Perhaps it's all for the best.



(c) 1992 Marvel Comics/Nelson Entertainment. Get yer eyes checked by a qualified optician!

Excellent! Egregious! Awesome! Oustanding! (As Rod of Amstrad Action says, him being an ex-dude and all, the hoopy frood.)

IT'S A FLIP FAB!

FLIP RATING
★★★★★

STONKING STATIONERY!

I hate to break it to you like this, Spec-chums – but it's nearly time for you lot to start turning your thoughts towards school once more. Yep, it's time to get down to Smiths and get your new fountain pens, biros, coloured pencils and school jumpers! Now, we want you to have the wazziest school gear going, so Linda's searched out some really snazzy stuff from Helix. Who said set squares were dull?!

Cool Curves

Amaze your maths class with the intense brightness of your accessories! Goodness, even the pencil's colourful. What's more, the whole lot comes in a spanky box with a funny hole at the top. *(That's a handle, Linda. Jon)* Oh... Cor, it comes with a handle. And the best bit, apart from the coolness and the curviness, is that the whole caboodle only costs £2.99 from WH Smiths and other stationers.



Gordon Blinking O'Flip! This stuff's a bit bright and no mistake. Think I'll just slip on my sunglasses. (Ah that's much better.)

Wizza

It's a fountain pen with a twist! Instead of unscrewing it, you simply twist the barrel and load in a cartridge that way. It's wizzy, wazzy and, erm, wondrous. The really smart thing about the Wizza is that you never need get all inky when changing cartridges. Oh, and it writes well too!

The Wizza is available in pink/white or black/white from WH Smiths and stationers. It's on special offer at the moment, so it'll only set you back £2.99.



This exciting photo seems to show several low-flying UFOs. Is it an elaborate hoax or proof of alien visitors to Earth? Only you, the reader, can decide.

Discovery and Achiever

The Discovery (7-11) and Achiever (11-16) have been designed to fit in with the National Curriculum. The Discovery maths set includes a ruler which bends in half, a compass that allows you to use both hands and a 360° protractor. The Achiever's got all the basic tools, and a pie chart template. The Discovery costs £5.99 and comes in its own see-through pencil case. The Achiever is £8.99 and comes in a neat blue box.

As well as all the set squares and things, both these sets contain exercises drawn up by Johnny Ball. Hurrah!



The standard model comes with ink cartridges and a snappy pink top, while the deluxe edition fires .22 bullets and can be used as a walkie-talkie. *(Stop lying. Ed)*

Cover up

When I was at school, I covered all my books with brown paper rather than naff wallpaper. But for around a pound you lucky lot can cover yours in Helix's Clear Seal Crazy Covers or Flurotints. So you don't get confused, Helix have also got an entire range of stencils for just £2.99. If you want to show off, why not splash out £1.60 and go for the Graphics stencils and put loads of borders and pictures over your books? Alternatively, give your books a professional touch with shadowed stencils for £2.10.

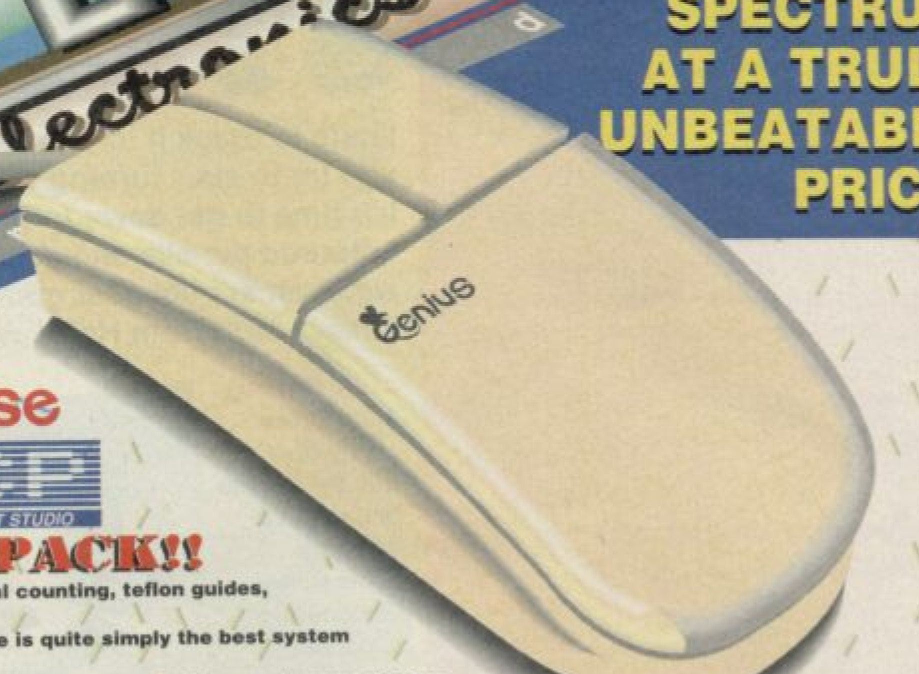


My history project was completely brilliant. It exploded Taylor's nonsensical theory that Warwick was a kingfisher. *(That's kingmaker. Ed)* Oh, phoop.

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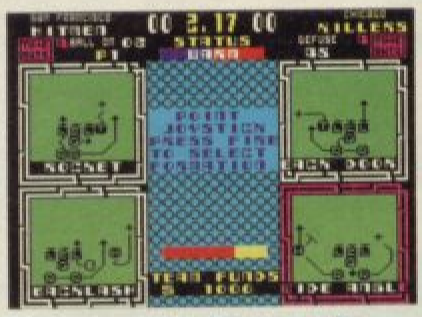
REPLAY

Re-pla, vt **To play again.** ***n*** **That section in YS which covers re-released games. (We just thought you'd like to know.)**

Cyberball

Hit Squad/£3.99
☎ 061 832 6633

I'm not a huge fan of sports sims (with the possible exception of a bit of tennis), nor do I have a great love for complicated games. So when *Cyberball*, probably the world's most complicated sports sim, glared up at me from the Jiffy bag, my initial resentment quickly turned to horror as I realised I was going to have to try and play the blimmin' thing.



Status warm, eh? I reckon he must be hiding over there behind the sofa then.

After a brief period of blubbing, I gave it a shot. Discarding the feebly superficial instructions, I flunked my way through a series of bewildering tactics screens only to flounder in the turgid gameplay. Loads of beefy robots chugging around smashing lumps off each other and trying to score a touchdown before the ball explodes – great in theory, crap in practice. The presentation is fine, but as the game plays more slowly than a half-dead inebriated sloth with chronic verrucas, by the time anything starts happening you've completely forgotten the tactics you'd chosen. Not that they meant much in the first place.

So, unless you're one of the world's top American Football players or a whopping great fan of the original coin-op, I'm afraid you'd have more success trying to decipher a rap by MC Kinky.

Leigh



67%

Compilation

QUATTRO MEGASTARS

Codemasters/£3.99
☎ 0926 814132

Over the years those Codemasters have brought more than a few wacky characters into the world; Dizzy (an egg), CJ (an elephant), Seymour (a small, squishy thing), Richard and David Darling (more squishy things), Little Puff (a dragon) and Steg the Slug (a slug) to name just a few. *Quattro Megastars* centres in on what they consider their four biggest megastars or, more likely, four games that haven't appeared on any of their other cheapy compilations yet.

CJ's Elephant Antics

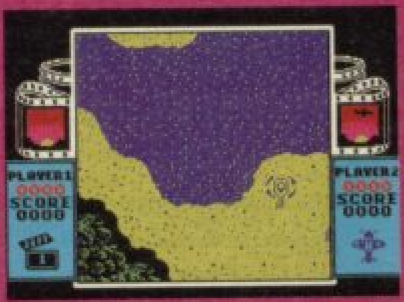
Having reviewed this game twice already, I could probably do it for a third with my eyes closed (if it wasn't for the fact that then I couldn't see what I was typing).



See that little dog at the bottom there? Doesn't he look Douglas from Larry the Lamb? (Oh, what a giveaway.)

Er, yes. *CJ's Antics* may be naff with two players (the play area is biased to player one so player two can scroll right off the screen), and the scrolling may be crap, but this isn't enough to stifle what still comes out as one of the Codies' most addictive moments. A straight platforms and ladders game is what we're looking at, with you shooting, avoiding and dying your way through tonnes of levels. And you're just sure that, next time, you'll definitely be able to get a bit further. Great, if slightly flawed.

74%



Lots of sand and sea and, erm, helicopters, and, eeer, bushes, and other stuff, I suppose. Hey ho, eh?

Sky High Stuntman

Having played so many one-way-scrolling shoot-'em-ups on the Spectrum already, I could probably do it again with my eyes closed (if it wasn't for the fact that I've already made the 'but then I won't be able to see' joke). Personally, I didn't think much of this one. You're supposedly a stunt man in a film set, so who are the people you are shooting down and killing? More stunt men? *(You don't really kill them. You're just acting. You'll lose your job if you don't look authentic. Ed)* And then there's there's the sheer lack of skill involved – stay at the back of the screen and fire and you'll get a long way. I'm sorry, but we had far nicer looking, more addictive and far more playable shoot-'em-ups than this years ago, even on budget (*Chronos*, anyone?).

43%

Little Puff

"If you like the *Dizzy* games, you'll love this" claimed the ever truthful Codies when they first released this. These were the days when every other CodeMasters' game wasn't necessarily a cutesy arcade adventure – little Puff was only the second character to emerge, and in a game which seemed quite novel at the time. These days, of course, every other CodeMasters' game is a cutesy arcade adventure. They have improved from the days of the original *Dizzy*, and therefore the days of *Little Puff*. (But not a quarter as much as they should have done in that time.) It's fun, but it's dated.

76%



Animal Mastermind with Bouncing Limpy Toadstool was a brave attempt, but, sadly, not a ratings success.



The native Americans call him Sasquatch; the Tibetans, Yeti. In the Shed we call him Oswald. We're like that.

Bigfoot

Hello, it's a typically sweet puzzle game which plays suspiciously like *Dizzy* in a large furry pelt. As Bigfoot, you have to knuckle your way around the place, using such un-Bigfoot-like objects as TNT, fuse wire and broken disco signs to rescue your girlfriend, who, unsurprisingly, has been kidnapped.It's alarmingly uninspired. Ho hum.

59%

Four budget games for the price of one can't be bad, which, well, kind of sums things up totally, if in a rather predictable way. Buy and enjoy, that's what I say. Buy and enjoy. **Rich**



67%

Compilation

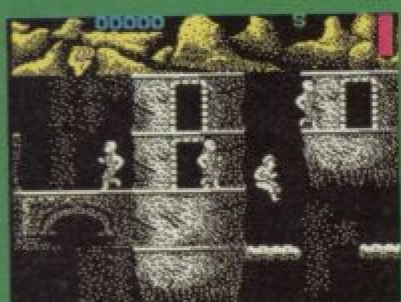
4x4 Combat Pack

Zeppelin/£3.99
☎ 091 3857755

After a couple of months away from the Jugglers bench, I was hoping to emerge from the Pitstop to find a really groovesome game awaiting me. But alas, the world is not an ideal one, and what actually turned up was this slightly-under-average pack of fighting games. Never mind, let's have a recap anyway...

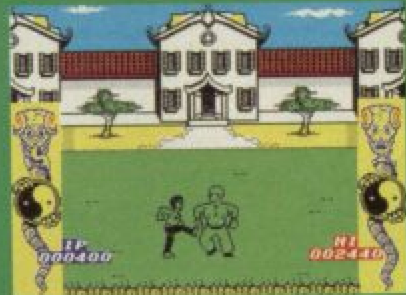
Ninja Commando

Not a good start. This looks like the sort of game a budget house would turn down except, of



Wilbur sprang merrily upon the trampoline. Loaf Minor ran to take part in the fun, while Al decided to join SOGAT.

course, this one didn't. This is a *Green Beret* clone without any of the good bits. What we have got are mono graphics, flickery sprites and extremely sparse sound effects. I really can't think of any good points. This isn't a very professional-looking game at all, and although it's set at about the right difficulty level, it just hasn't got lasting appeal.
25%



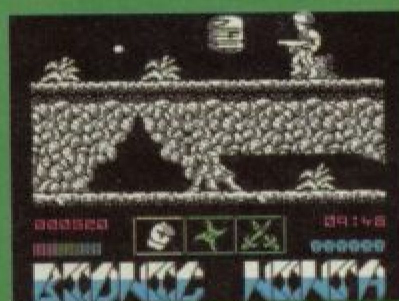
"Hello, Master Cobbler. Can you repair my hand-turned moccasin? I appear to have split the sole while tap-dancing my way to victory in the All-Newcastle Freestyle Leapy Jumpy Looking Silly Contest."

Bionic Ninja

Presumably set in the future, *Bionic Ninja* has you, with a choice of three weapons, up against a load of gun-toting cyborgs and robots in a horizontally-scrolling shoot-'em-up. This is probably the best of the bunch, but it does have its (numerous) shortfalls. For a start, it's too slow, and it suffers from the usual problems of mono graphics and virtually non-existent sound. A good try, but not nearly good enough.
53%

Kick Box Vigilante

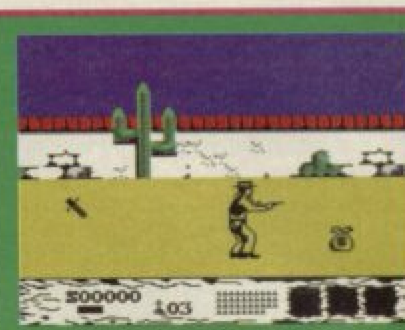
Nice to see a bit of colour in this one, shame about the game. This is *Renegade* at its most simple. You are the Kick Box Vigilante, up against one opponent in a two dimensional battle-ground (that's the green bit). This could have been good, it certainly could have been better. As it is, it just doesn't cut that proverbial mustard.
38%



What an interesting botanical specimen! Is it a rare herb, or perhaps a young privet bush? No, it's just a weed. Pity.

Spaghetti Western

Instructions on re-releases tend to leave a lot to the imagination, but this one really is the pits. All



What a silly cowboy. He'll never make it to the dizzy heights of a guest spot on Bonanza. Shooting a bag indeed! And that cactus is entirely unconvincing.

the keys given are WRONG, and so you're left to work them out for yourself. How annoying. So why don't I use a joystick? Well, only one of the four games is actually compatible with Kempston joysticks. This is not very good and, surprise surprise, neither is this game.
25%

All in all, a bit of a duffer. Oh, and I have thought of one good point – none of the games are multiloads. It's this sole fact that's saved this compilation from the dismal twenties. **Craig**

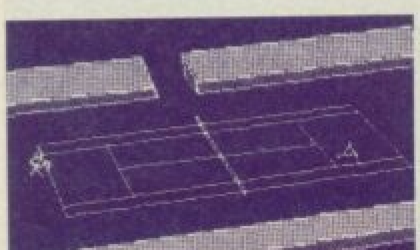


International 3D Tennis

GBH/£3.99
☎ 0742 753423

Tennis games, eh? Don't you just LOVE 'em? I always try to NET 'em when they come OUT cos they've got that ADVANTAGE over other sports sims. You just can't FAULT 'em etc, etc. Sorry, was that a bit tacky? *(Uh huh. Ed)*

Ahem. Anyway, if you can ignore both the hideous crippled hunchback on the cover and the efficiency with which this release has managed to completely miss Wimbledon, you'll actually find rather a funky little game in here. You may remember it from a couple of years ago – it caused quite a bit of bemusement with its spooky triangle people from hell replacing the usual player sprites. Actually these vector chappies and chappesses are one of the game's high points cos they're so crap. They look like Fingermouse on steroids as they drunkenly around the court and slowly belabour each other about the head with their racquets at the end of a match. Still, you hardly notice how unconvincing they are when you're busy trying to take your opponent's pointy head off with a 140mph service. There are loads of fiddly options as well – ten camera angles, 72 tournaments (but just eight on 48K), seasons to play etc. So what if some of the graphics are Freescape (™) rejects? So what if the crowd sound like several people spitting down bamboo tubes? So what if you get beaten by a bloke called C Steeb? I hate tennis and I had a great laugh. **Leigh**



If you read between the lines (ho ho), you can follow the tale of King Arthur and the blue giraffe. It's fun for all the family.



Narco Police

GBH/£3.99
☎ 0742 753423



Well done, sir! It's about time someone shot that irritating Anneka Rice. Erm - we seem to have some space left after that caption, so here's a short story. It was a dark and stormy night. Jerry stood in the rolling mist, feeling a bit chilly. So he went home to bed.

Perhaps I'm just a dribbling old fool, but I can't for the life of me fathom why this was such a hit on its first YS outing. It's a *Xybots*-style 3D shoot-'em-up where you've got to rush about spraying gunfire around and looking tough. There's also a strategy (eek!) side to it – you've got a whole bunch of soldiers to deploy as you see fit, and a sort of computer terminal thingy which you can type commands into. (Tip: Symbol Shift helps here, something the instructions might have mentioned.)

I think Linda must have been exploring the use of sarcasm when, in her original review, she described the graphics as "really smooth." The graphics are most certainly not smooth. Anything but, in fact. There's no sound, either, except for a very quiet 'chuff' noise when you fire. Hardly an inspiring playing environment, then, and one which almost prevented me from unearthing the okayish game that's lurking underneath. (There is one. Sort of.) **Jonathan**



Compilation

Mega Sports

Kixx/£14.99

☎ 021 625 3388

My knowledge of Spanish is rudimentary to say the least, so I'm afraid I'm unable to translate 'Mega Sports' into English for you. *(Our JD, eh? He's a card and no mistake. Why, in a recent poll of Most Card-Like Shed Crew Members, he came top by miles. We love him through and through. Ed)* But seeing as how this is Olympic Games time, and this compilation is presumably some sort of unofficial tie-in, the name probably means something romantic like 'Flaming Torch' or 'The Five Rings'. I hope so, don't you? Fab name aside, the actual games are old Epyx titles. Remember? – the ones where you get loads of little sub-games (or 'events'), and invite your chums round to stage championships.

Summer Games

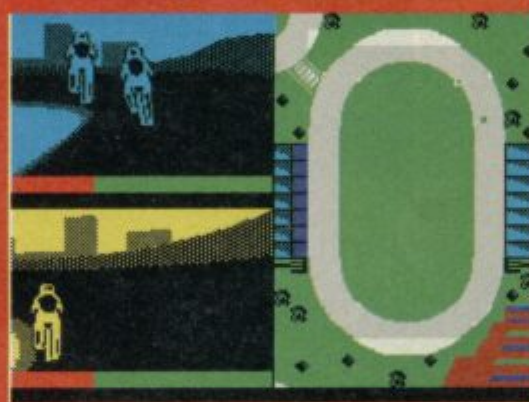
Not a promising start. This was, I think, the first Epyx sporty thang, and it's showing its age. Diving and pole vaulting are amongst the dubious highlights. Erm, make that diving, pole vaulting and loading up something far more interesting.

46%

Summer Games 2

Like this. *Summer Games 2* is a distinct improvement, with events like horse riding and the triple jump displaying a much better grasp of those essentials like graphics and gameplay.

70%



Bicycles, eh? What wonderful inventions and no mistake. Did you know that the first bicycles were made of porcelain and had no wheels? It's true.

The Games – Summer Edition

Definitely getting there – quite a few of the events are rather good fun. Best of all is diving, which is chock full of silly moves. Now you too can be like that Greg Lake (or whoever) - you know, the one who slipped off the board and clonked his head, and won a medal for it.

72%

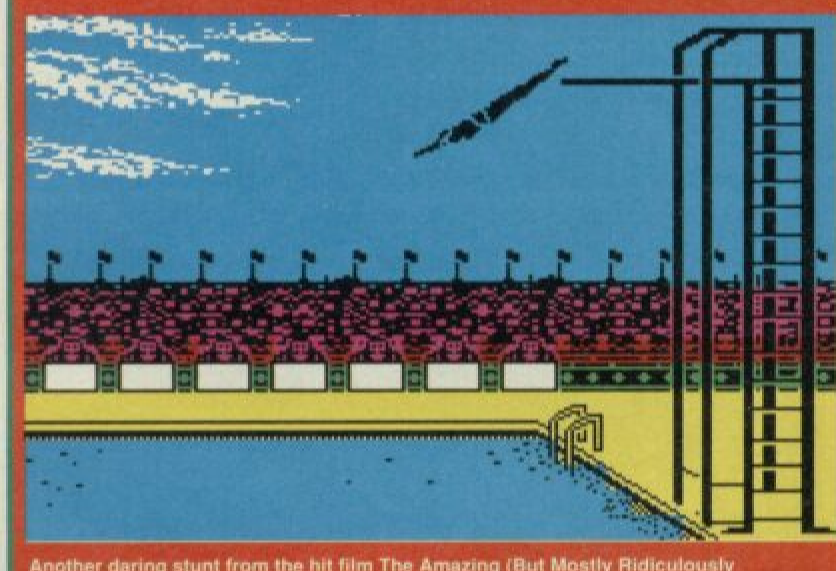


Tragically, Dennis's revolutionary helicopter boots failed the most elementary of safety tests.

Winter Games

Not only does this one actually look quite nice (all snowy and picturesque) but it's got the weirdest event ever – the Biathlon is a combination of skiing and shooting! Whatever will they think of next, eh? How about the Poodlematic - a combination of walking the dog and doing the washing at an ultra-low temperature but still removing those embarrassing stains? Perhaps not.

68%



Another daring stunt from the hit film The Amazing (But Mostly Ridiculously Improbable) Adventures Of Captain Femur Roominghouse and His Stupendous Seven.

The Games – Winter Edition

The compilation takes a dramatic downturn with a ridiculous luge event, hopeless figure skating, and... no, you don't want to know. Believe me. It's simply too ghastly for words.

53%

I never liked this sort of thing much, and multi-loading all these events in one after the other (there are thirty of the blessed things altogether) really brought home how flimsy most of them are. But get a few pals in on the action and you might discover a competitive streak you never knew existed!

Jonathan ✪





If you look very closely at the top of the mountain on the right, you can see Sir Edmund Hillary and Sherpa Tenzing and Lucinda the dancing poppy.

62%

Silent Service

Kixx/£3.99

☎ 021 625 3388

The instructions that come with this terrifyingly comprehensive submarine sim would probably be sufficient to wallpaper a small basement flat – even after being reduced onto microfilm, as they have been to fit them into the game's titchy cassette box. But fear not. With the aid of my trusty magnifying glass/potato peeler (it came free with 5 litres of multigrade) I've spent the last three weeks analysing them in every detail, and I can safely say there's nothing I don't know about underwater warfare.

A thorough explanation of the game's workings in the inadequate space I've been allotted would be impossible (and incredibly boring) so I won't even try it. Rest assured, however, that if it's got anything to do with submarines it's in there – from conning towers to Christmas trees. (No, really!) And if you're prepared to immerse yourself in it properly, *Silent Service* is an utterly absorbing game. All that's really missing is a proper submarine atmosphere, but that's easily provided by some pieces of red cellophane, a few holes strategically drilled in the central heating pipes and an obliging friend or relative under orders to shake your chair about at moments of tension.

Jonathan ✪



79%



Oh, a life on the ocean wave, de diddley diddley dee, de dum de dum de doo, de diddley diddley doo. Smell that bracing sea air. Blow up passing freighters. Wizard!

Pro Tennis Tour

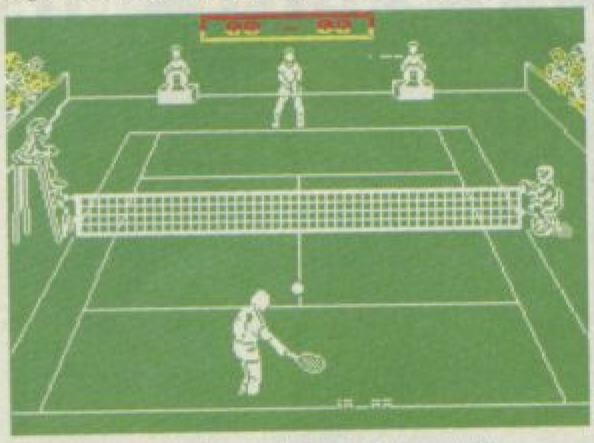
Hit Squad/£3.99
☎ 061 832 6633

Tennis, huh? In all my years of (etc etc) I've never seen a tennis game match the classic simplicity and playability of Psion's legendary *Match Point*, so could this be the one that makes the difference?

Well, no. Can I go now? *(No. Get on with it. Ed)*

You want to know why? It's all in the control, really. While *Match Point* used a control method so instinctive and obvious that you could grasp every kind of shot within two minutes of picking the game up, *Pro Tennis Tour* is hamstrung by a system which uses the fire button not as the trigger which makes you hit the ball, but more as a sort of safety catch which you have to take off before you can do anything dangerous. Returning a shot from the computer player in *Pro Tennis Tour*, then, involves getting across the court to where the fast-moving ball is heading, positioning yourself to intercept it, pressing fire to draw back your racquet, holding down one of the joystick directions to determine the kind of shot you're going to play, and finally releasing the fire button to actually hit the pesky thing.





Tracy May poked half-heartedly at the ball, somewhat downcast by the fact that both her feet had disappeared.

What this meant for me, not too bad a gamesplayer (actually, I'm still officially the best Spectrum gamesplayer in Britain, having won the title in 1989 and never been beaten in competition since – bet you didn't know that) *(Stop boasting. Ed)* was that I was one set to love down in my first game before I'd managed to return a single one of the computer's shots. While you do get to grips with the control eventually, you never get to the stage where you're thinking more about the shot than you are about which ridiculous control manoeuvre you're going to have to tangle your fingers up with to play it. This is a bit of a game-wrecking flaw.

Mind you, this is still the second-best Speccy tennis game I've played, and it's got lots of groovy features like a serving-machine practice mode and three clever dificulty settings which let the computer do varying amounts of the work for you. It's just not as good as *Match Point*, that's all.

Stuart

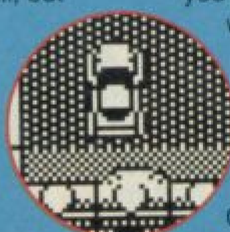




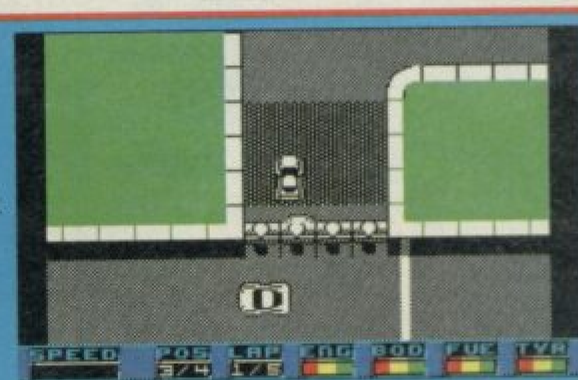
Supercars

GBH/£3.99
☎ 0742 753423

Super Sprint was always a great game, but personally I always felt there was something missing. Collecting all those spanners and buying better tyres with them and stuff (couldn't you just see the fascinating bartering going on in the garage? "Look, I really fancy those new supergrip tyres, but I haven't got any money"..."Oh, tell you what, just give me those four spanners you picked up off the track earlier on and we'll call it a deal...") was all very well, but didn't you just long sometimes to forget about all that clever driving and overtaking stuff and just blow the opposition out of the way with a well-aimed missile? I think we all did, but now we can make that dream a reality with (pause for dramatic fanfare) *Supercars*!



Supercars is essentially exactly the same game as *Super Sprint* (or indeed *Ivan 'Ironman' Stewart's Super Off Road Racer*, reviewed in this very column by this very reviewer just a few short months ago), but with a few bits added and a few bits taken away. The bits that have been added include massive tracks which scroll around the screen, over 26 different stages (ie there are 27), and a cash-win system whereby you get loads of money for winning races which you can spend on repairing your car and buying lots of sexy new doobries for it, including the aforementioned missiles. Oh, and you also get music while you drive, but unfortunately half the channels cut out every time you skid round a bend, which makes it a bit annoying after a while (ie 30 seconds), although it's fun in a Paul Oakenfold dub remix kind of way.



Phew, that was close! Slumbers O'Keefe's souped-up 1972 brown Ford Capri would undoubtedly have smahed devastatingly into Fast Jane's high-powered dragster had they not been on completely different roads. Lucky lucky.

The bits that have been taken away, mainly, are the bits which involve more than one person having fun at the same time. Unlike *Super Sprint* and *Super Off-Road*, *Supercars* is a one-player-only game, which means that once you get bored with just racing round and round the rather samey-looking and increasingly-repetitive tracks by yourself, there's nothing much you can do to extend the game's life. Still, it's good fun while it lasts, and at four quid you're not getting ripped off. Try *Super Off Road* first, though. **Stuart**





Nightbreed

The Hit Squad/£3.99
☎ 061 832 6633

Nightbreed is one of those rare occurences in the game world – a licence of a film with an interesting plot. The storyline of Nightbreed (the movie) revolves around a character called Boone who believes, thanks largely to his psychiatrist Dr Decker, that he is a schizophrenic maniac responsible for a series of Horribly Grisly Murders. Eventually he decides to kill himself, but duffs it up and ends up in hospital, where he hears of a strange place called Midian where all sins can be forgiven. He heads for Midian, and discovers it to be the last resting-place of a breed of strange creatures called the Nightbreed. Meanwhile, his girlfriend Lori has found out that the Horribly Grisly Murders were actually committed by Dr Decker (gasp!), who planted the suggestion in Boone's mind that he was responsible during his 'therapy' sessions...



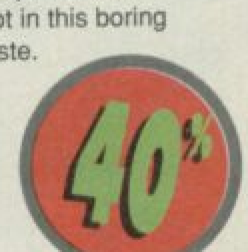
Disfigured killers, masked loonies and vandals in the rockery. Just another day in the Blue Peter garden.

Unfortunately, Boone is followed to Midian by a gang of fascistic thugs called the Sons Of The Free, intent on killing him as revenge for the Horribly Grisly Murders. When they discover the Nightbreed, they decide that they too must all be wiped out. As the Nightbreed are mostly passive, harmless creatures, Boone has to find a way to save them from the Sons Of The Free, while simultaneously saving Lori from Dr Decker (who knows that she knows that he knows etc), and exposing Dr Decker as the real murderer. To do it, he's going to have to enlist the unwitting aid of the Berserkers, a race of insanely vicious Nightbreed who are kept locked up in Midian lest they tear any living thing they come across to shreds. Looks like a busy night...

Now you might be thinking 'Why doesn't he get on with the blimmin' review?' at this point, but there's a reason. You'd think with a wild plot like that, there'd be a bit of scope for something more interesting than the usual multi-level platform/maze/beat-'em-up routine with fuzzy graphics and a crap multiload, wouldn't you? Well, there is, but it's not in this boring game. What a waste.

Stuart







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RODLAND

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On the tape: *GAC* and full games of *Venturama, Evening Star* and *Peking*. Plus! A demo of *Cisco Heat*. Inside! SAM Coupé feature. FREE! A jolly groovy diary!

74 FEB ONo YS74
On the tape – demos of *Double Dragon 3* and *Wile E Coyote*. Plus! Full games of *Supersprint, Avalanche* and *Space 7*. Inside there's the final, and most exciting, instalment of the Top 100 Speccy games.

75 MARCH ONo YS75
On the tape – full games of *Firelord* and *Impossaball*, plus a demo of *Devastating Blow*. Inside there's the lovely Haylp!Plus! *Space Crusade* Megagamed.

76 APRIL ONo YS76
On the tape – complete games of *Sphinx Jinx* and *Blood Of Bogmole*, and demos of *Space Crusade* and SAM *Batz 'n' Balls*. Inside there's the best adventures. Plus! A free badge too.

77 MAY ONo YS77
On t'tape there's full games of *Mazemania* and *Quest Adventure* and a demo of *Tilt*. And! There's a free Indy doorhanger. Inside you'll find The Addams Family. Spook!

78 JUNE ONo YS78
Full games of *Dark Star* and *Mission Omega*. *The Addams Family* and *Astroball* demos and the *GACPAC* utility. And! 16 pages of tips and a fabby high-score card!

79 JULY ONo YS79
Full games of *On The Run, 2112 AD* and *Non Compos Mentis 2*. Plus! A playable demo of *Turbo The Tortoise*. Inside! *Captain Dynamo* reviewed and Speccy hardware rounded up.

80 AUG ONo YS80
Holy haddock! YS goes Bat-bonkers with a rather super Batman special. On the tape – complete games of *Defenders of the Earth, Forbidden Planet* and *Logo*. Smashing!

Please use the form opposite to order the special offer or any of the back issues. We still have limited supplies of issues 2 – 71.

Here's the clues, petal!

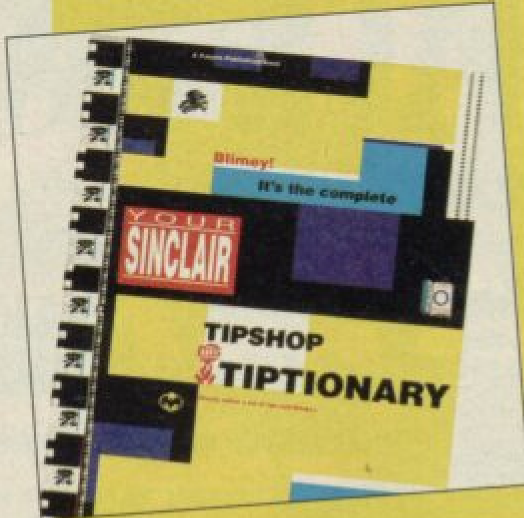
ACROSS
1. Olive's man. (6)
7. ... Tolhurst. Ex of the Cure. (3)
8. To pull along. (3)
9. *Sleepwalker* or George Eliot character. (5)
10. The animal doctor. (3)
11. Not that long ago. (3)
14. Stick to it. (6)
15. Kill it with boiling water. (3)
16. South Africa abbreviated. (2)

DOWN
2. Oil or gal. (5)
3. Very smelly cat. (7)
4. Over the moon. (6)
5. Cute alien. (2)
6. Popeye's adopted son. (7)
11. Long stretch of tarmac. (4)
12. They look after our bodies. (3)
13. A leaf which is dried and crushed. (3)

Send your answers to: *YS* September Crossword, *YS*, 30 Monmouth Street, Bath, Avon, BA1 2BW.
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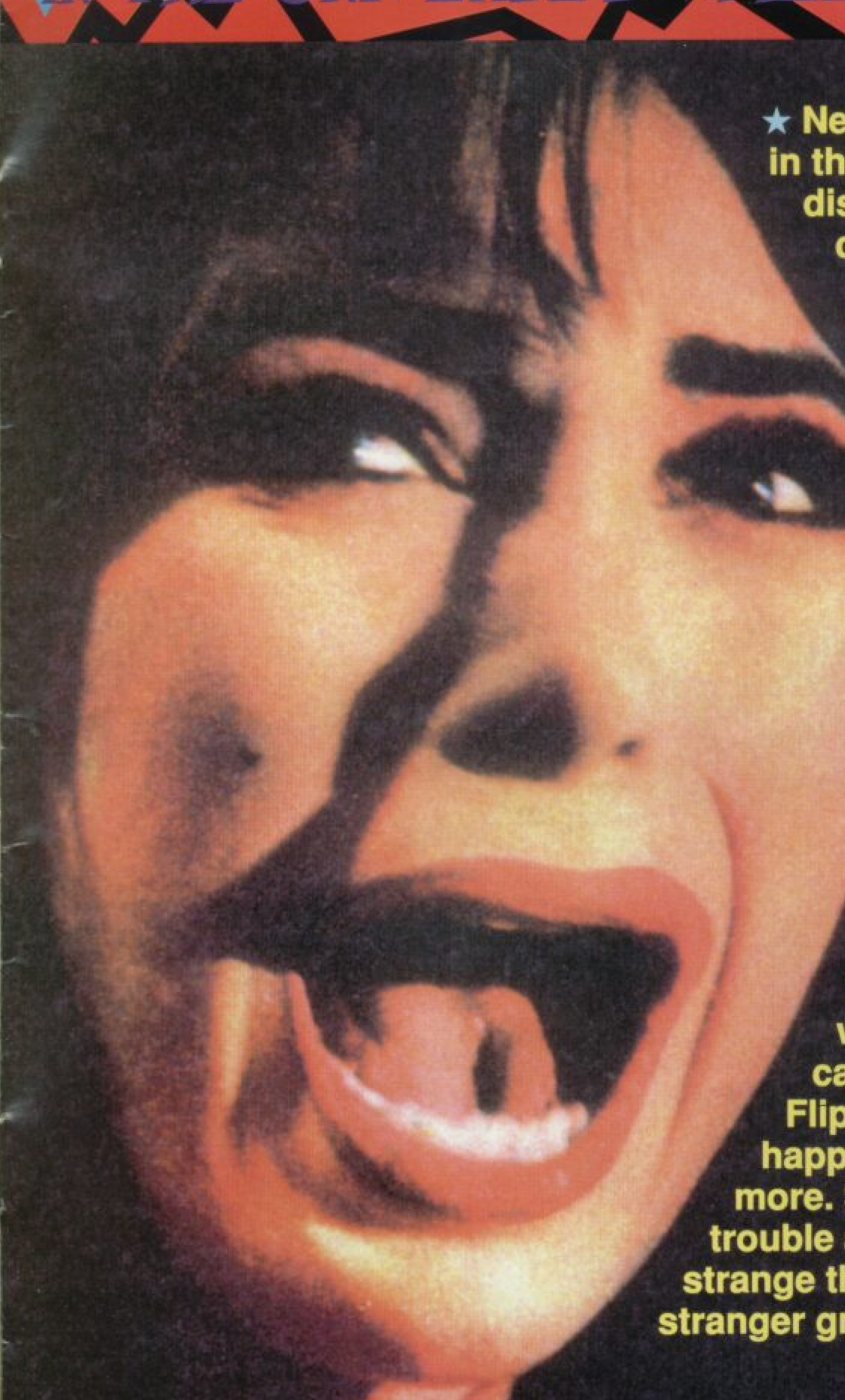
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NEXT MONTH

IN THE UNIVERSE'S WAZZIEST SPEC MAG



★ Never afraid to look a gift horse in the mouth, the jugglers discover reviews lurking in corners and previews hiding under the fridge. With a bit of spit and polish they'll be ready to drool over!

★ The Mag 7 rounds up all those games and demos that pop through the Shed letterbox and herds them into a nice little pile. Then the YS team choose the greatest games and the darndest demos to compile into a rather spiffy package. Yummy!

★ Pssst sets you up for the month, Letters deals lovingly with your queries and Haylp! can, erm, help. Basically. Plus! Flip! reviews more comics, SF happenings and, ooh, plenty more. Spec Tec gets into even more trouble and Adventures discovers strange things in the psyches of even stranger gnomes. (Ahem.)

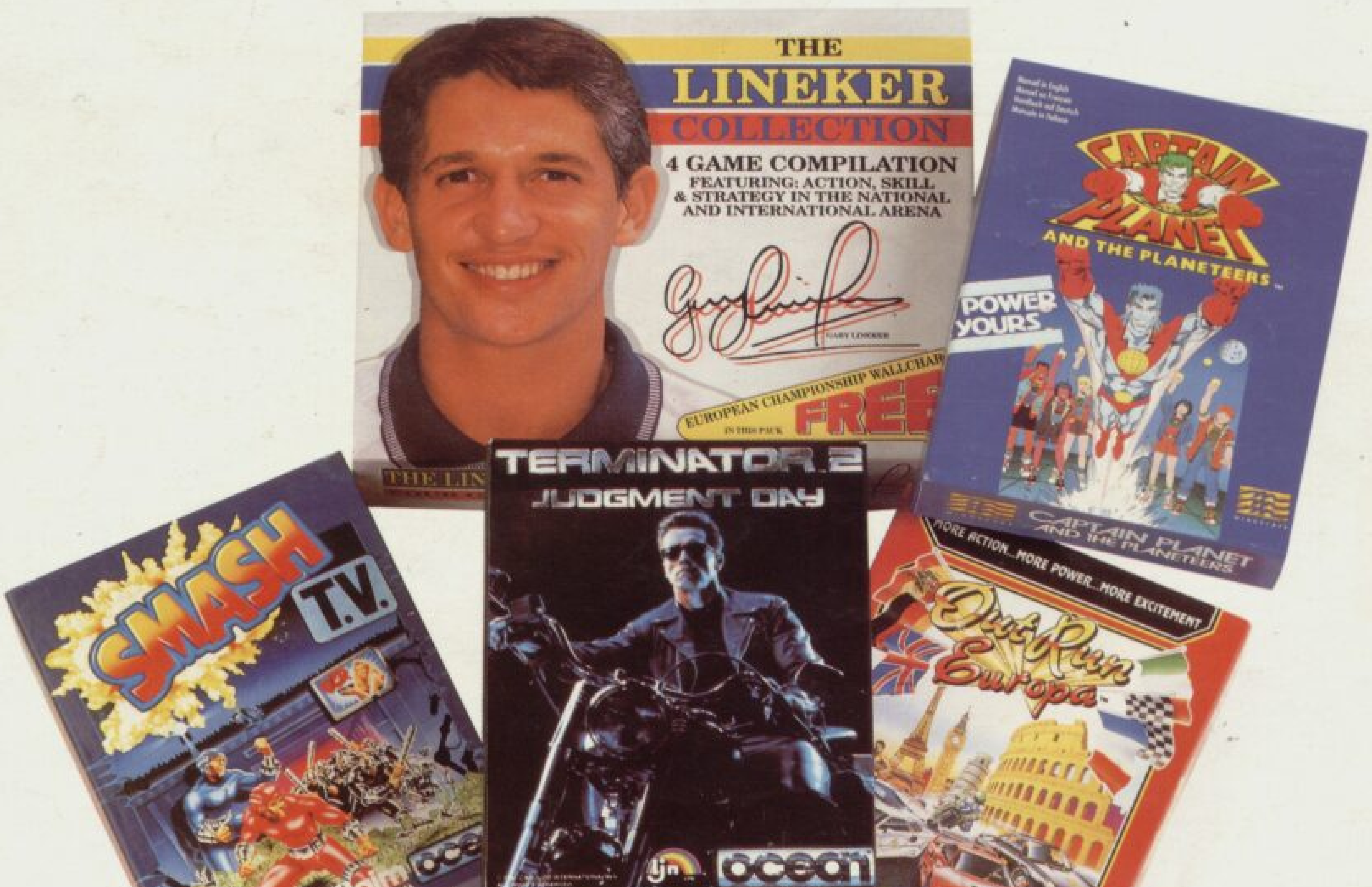
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